

## Duelcircle December 2022 Spellement Contest

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### Spell Upgrade Path For: Mokompo



Summary: I've had the thought that the long-forgotten Minion spells could benefit from Spellelements for some time now, and this contest grants me an opportunity to share my vision on what that thought could look like. Through the use of Spellelements, Minions could progress and gain power alongside your Wizard as the story progresses, allowing them to be usable and somewhat relevant regardless of where you are in the game. For the purposes of this contest, Mokompo Storm Growler, the Darkmane Lion, will serve as an example of this potential.

As Mokompo moves farther down his Spellement tree, his stats and capabilities will improve. Spells will be added to the Darkmane Lion's deck depending on the path chosen, allowing him to “level up” and become more effective. A truly novel idea I had is that Mokompo's own spells (including his signature spell, Rolling Thunder) could also upgrade along their own Spellement paths, both as a way of helping him develop and differentiating his two different possible paths. Since it's impossible to fit all the ways a Minion can improve on a spell card, I will detail the particulars on my ideas for improvement below.

### Branch 1: The Offensive Path

This path is designed around allowing Mokompo Storm Growler to function independently as an offensive unit. Upgrading him along this path when selecting Tier 2 will focus on his damage-dealing capabilities, and his behaviour will be primarily focused on doing as much damage to the target as possible. He has a somewhat high outgoing damage boost due to the fact that he doesn't use Enchantments.

## **Tier 2:**

Intended usage: Azteca to Khrysalis Part 1.

Stat changes: Mokompo's health increases to 2,300, and his outgoing damage boost increases to 42%. He also gains a 7% boost to Storm Accuracy, 8% Storm Pierce, and a 10% resistance to all schools except Myth.

Spell changes: Galvanic Field, Storm Prism, Storm Owl, Lord of the Squall and Windstorm added to Spell Deck, Thermic Shield removed.

Spell upgrades: Storm Shark and Kraken upgrade to Tier 2 along Branch 1 of their respective spell paths. Catalan upgrades to Tier 2.

Rolling Thunder upgrade: Rolling Thunder's damage values all increase by 20 (to 145, 285, and 425).

Notes: My concept for Mokompo means he will have access to Archmastery regardless of his tier. This means he can gain Storm Pips, whereas the current game does not seem to allow him to.

## **Tier 3:**

Intended usage: Khrysalis Part 2 to early Mirage.

Stat changes: Mokompo gains the ability to use Shadow Pips. His health increases to 3,100 and his outgoing damage increases to 60%. In addition, his Storm Accuracy increases to 16%, his Pierce to 16% and his resistances to 15%. His Myth boost also decreases slightly.

In addition, Mokompo is now guaranteed to start battle with two Power Pips and one Pip. There is a chance one of the Power Pips is a Storm Pip.

Spell changes: Dark Nova, Glowbug Squall, Morganthe's Angst and Catch of the Day added to spell Spell Deck.

Spell upgrades: Storm Shark and Kraken upgrade to Tier 3.

Rolling Thunder upgrade: Rolling Thunder's damage values increase by 20 again (to 165, 305 and 445).

Notes: Mid-Khrysalis represents a large boost in power for most Wizards, so Tier 3 of Offensive Mokompo gets a little extra strength in order to remain usable. Also, the exact value of Mokompo's Myth boost is unknown, so I cannot give exact percentages in that regard.

#### **Tier 4:**

Intended usage: Early Mirage to Empyrea Part 1.

Stat Changes: Mokompo gains the ability to use Pip Conversion. His health increases to 3,900, and his outgoing damage increases to 75%. Mokompo's Storm Accuracy also increases to 24%, his Pierce increases to 20%, and his resistance becomes 20%. His boost to Myth continues to decrease.

Spell Changes: Frenzy and Rusalka's Wrath added to Spell Deck.

Spell Upgrades: Storm Shark upgrades to Tier 4, and Catalan upgrades to Tier 3.

Rolling Thunder upgrade: The number of Pips Rolling Thunder can use is increased by 1. It can now deal 585 Storm damage by using 4 Pips.

#### **Tier 5:**

Intended usage: Empyrea Part 2 and beyond.

Stat Changes: Mokompo's health increases to 4,700, and his outgoing damage becomes 90%. Mokompo's Storm Accuracy becomes 30%, and his Pierce and Resistance both increase to 25%. His boost to Myth is now very small.

Spell Changes: Iron Sultan and Aegis Stormblade added to Spell Deck.

Spell Upgrades: Kraken upgrades to Tier 4.

Rolling Thunder upgrade: None

## **Branch 2: The Support Path**

This path is designed around Mokompo supporting your Wizard in battle. While this path can still do damage, it is more designed around Mokompo providing helpful benefits to his summoner. This Darkmane Lion will often support your Wizard through positive Charms and applying Traps on the enemy, and can even heal when necessary. When he does attack, he likes using spells with secondary effects that are detrimental to the enemy. The intended points of usage for each tier are the same as the offensive path.

## **Tier 2:**

Stat Changes: Mokompo's health increases to 2,300, and his outgoing damage increases to 40%. He also gains a 9% boost to Storm Accuracy, 5% Storm Pierce, 15% Outgoing Healing and a 10% resistance to all schools except Myth.

Spell Changes: Cleanse Charm, Disarm, Empowerment, Hammer of Thor, Healing Current, Myth Shield, Sirens, Storm Dragon, Storm Prism and Windstorm added to Spell Deck, Storm Shield and Kraken removed.

Spell Upgrades: Storm Shark upgrades to Tier 2 along Branch 2 of its spell path. Catalan upgrades to Tier 2.

Rolling Thunder upgrade: Rolling Thunder's damage values all increase by 15 (to 140, 280 and 420).

## **Tier 3:**

Stat Changes: Mokompo gains the ability to use Shadow Pips. His health increases to 3,100, and his outgoing damage increases to 55%. In addition, his Storm Accuracy increases to 20%, his Pierce increases to 12%, his Outgoing Healing increases to 30%, and his resistances become 15%. His Myth boost also decreases slightly.

In addition, Mokompo is now guaranteed to start battle with two Power Pips and one Pip. There is a chance one of the Power Pips is a Storm Pip.

Spell Changes: Astraphobia, Dark Fiend, Enfeeble, Glowbug Squall, Mass Storm Prism and Storm Owl added to Spell Deck, Disarm removed.

Spell Upgrades: Storm Shark upgrades to Tier 3, and Hammer of Thor upgrades to Tier 2.

Rolling Thunder upgrade: Rolling Thunder's damage values all increase by 15 again (to 155, 295 and 435). Rolling Thunder is now able to Stun its target if they are not immune to Stun.

## **Tier 4:**

Stat Changes: Mokompo gains the ability to use Pip Conversion. His health increases to 3,900, and his outgoing damage increases to 65%. In addition, his Storm Accuracy increases to 28%, his Pierce increases to 16%, his Outgoing Healing becomes 40%, and his resistance becomes 20%. His Myth boost continues to decrease.

Spell Changes: Adapt, Donate Shadow, Maelstrom Marid and Rusalka's Wrath added to Spell Deck, Empowerment removed.

Spell Upgrades: Storm Shark upgrades to Tier 4, and Catalan upgrades to Tier 3.

Rolling Thunder upgrade: Rolling Thunder now applies a -30% Accuracy Charm on a target.

## **Tier 5:**

Stat Changes: Mokompo's health increases to 4,700, and his outgoing damage increases to 75%. In addition, his Storm Accuracy increases to 35%, his Pierce increases to 20%, his Outgoing Healing becomes 50%, and his resistance becomes 20%. His boost to Myth is now very small.

Spell Changes: Double Cleanse Charm, Iron Sultan, Mass Storm Trap and Wrath of Zeus added to Spell Deck, Cleanse Charm and Windstorm removed.

Spell Upgrades: Hammer of Thor increases to Tier 3.

Rolling Thunder upgrade: The number of Pips Rolling Thunder can use is increased by 1. It can now deal 575 Storm damage by using 4 Pips.

## **Final Thoughts**

Minions are long overdue for an upgrade, and Spellelements seem like an excellent way to make that happen. Ultimately, my ideas for Mokompo are for but one minion; for the other schools' Minions, there are countless other ways they could improve and progress.

Unfortunately there wasn't enough room for the concept of upgrades leading into Arc 4, but perhaps that could become a possibility eventually.

Thank you for hosting this contest!