



Monster Never Cry mini Guide

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Quick Intro

Welcome to the Monster Never Cry mini-guide for the game. This guide is still being actively edited and is subject to change so keep an eye out once in a while :)

Useful Tools

Glossary

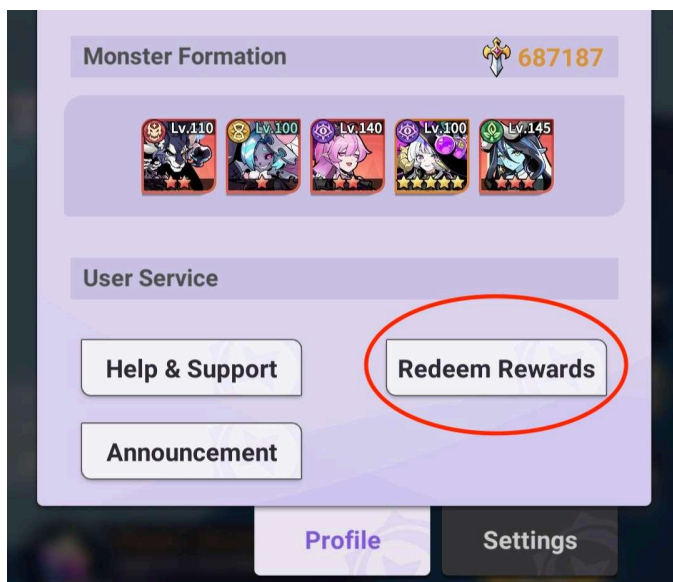
<https://docs.google.com/spreadsheets/d/1GWgLcfBYEsv9idn-keemsZwpZ7wcsVlPhGne64VdJ-0/edit#gid=1021166648>

Frequently Asked Questions


1. Are there any active codes?

- LORD111
- LORD222
- LORD333
- LORD444
- LORD666
- MNC111
- MNC000
- MNC555
- MNC777
- MNC888
- MNC999
- MNCYES

Top left corner in profile



2. Is there a tier list?

 MNC Character Encyclopedia

→ Yes, the moderation team is currently working on it.

3. What should I spend my gems on?

- Level packs
- Claim attempts for Cave of Greed
- Overlord Order dark expedition
- Dice from void exploration
- Misty mines looting attempts
- Void clash attempts, order refresh tickets
- Event shops: chaotic clone dolls, stuff over 50% there
- Event pact summons

4. How do I increase my power?

- Upgrading/Ranking up monsters
- Using better gear
- Runes
- Glyphs
- Magic guides
- Throne hall level
- Evosoul
- Fate reversal

5. How should I spend my disposable income?

- Top-up 1st time for Undine (you only need to spend 0.99\$ for it worth if you are pushing for leaderboard)
- Demon Lord Order Privilege (if you're going for leaderboard spots)
- Growth Fund (getting everything in growth fund is really easy will take around 2 weeks max)
- Daily 1st top up (only worth if you can get it daily to get a hellfire)* *(takes 13 days to get a trio hellfire 39\$) (17 days to get a chaotic hellfire if you get 680 prestige a day)
- Event stuff
- Note: This is not 100% accurate, please let me know if this needs to be changed and **spend wisely**.

6. Can I reset my heroes level?

There is 2 type of reset:

Level can be reset freely and refund all the mats used, so don't be afraid to do it.

Evolution reset requires specific potions to do so and will also refund everything.

7. How do I get more gold?

Build and upgrade and rank up gold rooms, use overlord orders when available.

8. What are shiny monsters

Cosmetic skins and they give a small stats bonus (using their skin) and they have a higher aptitude cap. Using a shiny duplicate to star-up the same heroe will make the base hero shiny too.

9. How do i get skins

Paying with real money. Looks good for a cosmetic, and gives small stats bonus. More will be available during events, and while they are most of the time time-limited, they are only purchasable with money.

10. Is this guide good?

I don't know you tell me -fish_san

You did a great job! - Warast

Beginner Tips

Counterattack

Do counterattacks whenever available, it is the priority source of fel potions and demon Lord EXP which are both necessary.

Evolution

Rank up Elite monsters to use as fodder for other upgrades requiring 5* monsters and use epic heroes to get 6* hero requirements for rank-ups.

Don't hesitate to evolve the lower-tier monsters in the early game, you'll need a lot of monsters of different star levels to use as food to increase the star level of your main monster in the late game so you're not wasting any resources doing so. (see [Ascending](#) for more info)

Leveling

Level up and Evolve heroes whenever possible as they boost stats considerably.

Monsters level can be reset for free at any given time, and you'll be refunded with all the currency you invested once you do so.

→ Monster level 100 unlocks their passive.

Gold Rooms

Gold room leveling is **essential**, this is your only source of gold.

Team compositions

5 versus 5

These includes Counterattack, Mirror Abyss, Supremacy Throne, Memory casket, etc:

2 Frontliners and 3 backliners. This composition is the best for these kinds of content but if you only have 1 good frontliner then you can use 1 front liner and 4 backliners (just put the last backliner in front and they will take minimal damage). I really like having 1 support as they increase the survivability of your team a lot.

Remember to take consideration to faction halos to get a atk and hp boost.


5 versus 1

These include War of Fate, Mighty Trial, Divine Descent, etc.

1 front liner and 4 backliners. This composition is the best for this kind of content as it's unnecessary to use another frontliner (unless they are your main source of damage) as 1 front liner + a support can tank most things that the boss will throw at you.

To deal more damage, you can add characters that reduce defence, increase target damage or characters that increase crit rate taken as “buffers”

Units

Refer to tierlist  MNC Character Encyclopedia

Frontliners (Best → Worst)

Tanks - Avanzo/Zenobia/Vespa, Reddy/Oul/Sacophagurl/Jarm, Adlington, Guardian I

Assassins - Dracula, Dullahan/Mischa, Loki,

Backliners (best → worst)

Support (healing/shield): - Octasia, Kukulkan/Horace, Siren/Pania

Support (damage amp): - Venus/Medusa/Nafitha (they can also be dps), Gurnius (can be used for dps early), Arachne

Dps - Undine/Lilith/Coronis/Ghidorah/Shipshark, any backline unit can be used as dps if you want to early but at the later games you should switch to one of these

(This list is incomplete and subject to change, the units have not been fully tested as I need to get them all to test them and compare damage and such and i might be biased on the units i have)

*The units **does not** mean that you should exclusively build them, if you find good use of units that weren't mentioned or units that needs to be moved up/down please dm me on discord (fish_san), as it's better to build hellfire units that you have access to from gatcha/shops.*

City Guardian

Solo mode - Xenobia, Avanzo, Coronis with either runes/glyphs with reinforcement and bloodthirst

Full team mode - Use your 5 versus 5 team

Gear

Gear

Gear can be forged to be higher and can be found at AFK revenues and treasure hunt. Your Main DPS should have the best weapons and jewellery as they give atk. Be mindful of set stats that can increase HP and ATK

Runes

Runes can be found in AFK revenues and can be forged to higher ranks using the forge. (I got my runes from the guardian's shop and you should too) They can have different skills which can be reforged.

They can also be purchased in the lucky shop for gems (Not a good investment) and can also be purchased with the City Guardian currency once it's unlocked.

Each hero has 2 rune slots, the first one unlock at level 100 and the second at 7*.

Glyphs

Glyphs (unlocked at lvl 75) can be purchased in the glyph shop.

Recommended glyphs: spiritcalling/wrath, and other atk/dmg boosting runes, other niche glyphs that are useful reinforcement and bloodthirst.

Magic Guides

Magic Guides (unlocked at lvl 80) can be found adamantite bazaar after after unlocking misty mines

Recommended magic guides: dps - sword of oath, breath stone, arcane casket (only really useful at magic device 3) | tank - inverted heptagram, earth bell, shadow spirit, sky harp

Lordy Vault

Daily Shop

- Free Items
- Evo Egg coin
- Devil core x2 (If you have gems to spare)
- Craft workshop items (Optional)

Lucky Shop

- Evo stones (If needed)
- Evo egg coin (if you want)
- Devil core (If you have gems to spare)

Adamantite Bazaar

- Both 50% off magic shard chests
- Both full price magic shard chests (If you can afford it)
- Magic guide core

Glyph Shop

- Spiritcalling/Wrath/Intimidate glyph
- Technique/Piercing glyphs
- Guardian Glyph (For Octasia)
- Minimum 1 bloodthirst and reinforcement glyph (Coronis special)

Evogem Shop

Any lord you need to ascend. (Hatching blue eggs if really close)
(i recommend you to first ascend 4* characters to 5* before sacrificing)

Rebel Shop

This shop is shared for some reason between fate thing so saving up is almost impossible. Until you maybe over 7000 per day

Arena Shop

- Devil Core
- Talent Pearls/Crystal/Essence/Stone when you need them

Void Shop

- Whatever Lord you need to ascend/build.

Guardian Shop

- Purple rune for team
- Enchantment scrolls if you need them

Craft Shop

- Custom trio hellfire evo egg
- Custom mythic evosoul shard (only if you're close to getting one)

Clash Shop

- Whatever Lord you need to ascend/build

Archdemon Shop

- Dice!
- Evo stones (if you need them)
- Talent Pearls/Crystal/Essence/Stone when you need them

How to gain power efficiently early-game?

Written by fish_san

P2P (In need of Feedback)

For a speedy early game you should buy for the Undine you get from a first purchase and try to level up her as she's really good and she'll carry you through most content. Getting the overload order perk is a really good way to skip a lot of afk content to gain demon lord exp which will help you greatly on the leaderboards as getting to unlock more content (until around lvl 90 demon lord as of 7th January) which will boost your power by a lot (things like glyphs and magic guides).

Getting leaderboard spots is really useful to gain an edge from other players as they can give you extra power really easily.

F2P

There's a lot of waiting for afk to pass through the demon lord levels so you will be behind by levels but fret not as this game is kinda f2p. You should build your duplicate units if they're legendary or higher to get early powers which will help you push floors and other content. They will be used as food later anyway.

When you get your first duplicate hellfire try to ascend/evolve them to 3* and try to get more copies through shops (soul shop having most monsters but you need to do memory casket and buy devil cores from **lucky shop**, treasure hunt is also a way to get hellfire units as f2p) Doing and passing as much memory casket is your priority as they give a lot of rewards.

How to upgrade Characters efficiently?

Ascending

Use anything under hellfires as food for other characters.

Dragonic or Abyssal

5-6* - 1 extra copy + 6* of any type

6-7* - 1 5* draconic/abyssal nonspecific + 2x 6* of any type

7-8* - 1 extra copy + 6* of any type

8-9* - 1 extra copy + draconic/abyssal nonspecific + 3 6* of any type

9-10* - 2 extra copies + 1 6* draconic/abyssal + 9* any type

10-11* - 3 extra copies + 3 6* of any type + 6* draconic/abyssal

11-12* - 3 extra copies + 2 6* draconic/abyssal + 10* of any type

12-13* - 4 extra copies + 3 6* draconic/abyssal + 10* of any type

Alchemistic/Beastly/Natural

5-6* - 1 extra copy + specific 5* + 3 same faction unspecific 5*

6-7* - 4 same faction unspecific 5*

7-8* - 1 same faction 6* + 3 same faction unspecific 5*

8-9* - 1 extra copy + 1 same faction 6* + 2 same faction unspecific 5*

9-10* - 2 extra copy + 9* of any type + 1 same faction 6*

10-11* - 6* copy + 9* of any type

11-12* - 6* copy + 10* of any type

12-13* - 6* copy + same faction 9* + 10* of any type

Awaken

This unlocks when you get 10* the character that you own. The first level and every 5th requires an extra copy of the monster you are awakening. It goes up to level 30, and empowers the monster abilities as well as giving passive bonuses.

Lvl 1: An extra copy of the character

Lvl 2: 50 talent pearls + 1.2m mithril

Lvl 3: 70 talent pearls + 1.7m mithril

Lvl 4: 120 talent pearls + 2.2m mithril

Lvl 5: An extra copy of the character + 3.6m mithril

Lvl 6: 150 talent pearls + 3.4m mithril

Lvl 7: 220 talent pearls + 4m mithril

Lvl 8: 290 talent pearls + 4.6m mithril

Lvl 9: 360 talent pearls + m mithril

Lvl 10: Dupe + 7.2 m mithril

Lvl 11: 240 talent pearls + 60 talent crystals + 6.4m mithril

Lvl 12: 240 talent pearls + 90 talent crystals + 7m mithril

Lvl 13: 240 talent pearls + 120 talent crystals + 7.6m mithril

Lvl 14:

Lvl 15: Dupe +

Lvl 16: 240 talent pearls + 240 talent crystals + 10.2m mithril

Lvl 17: 240 talent pearls + 300 talent crystals + 10.9m mithril

Lvl 18: 240 talent pearls + 260 talent crystals + 11.6m mithril

Lvl 19: Dupe + 14.4m mithril

Lvl 20: 240 talent pearls + 40 talent Essence + 13.1m mithril

Lvl 21: 240 talent pearls + 60 talent Essence + 13.8m mithril

Lvl 22: 240 talent pearls + 80 talent Essence + 14.5m mithril

Lvl 23: 240 talent pearls + 120 talent Essence + 15.2m mithril

Lvl 24: 6* dupe + 15.5m mithril

Lvl 25: 240 talent pearls + 160 talent Essence + 16.7m mithril

Lvl 26: 240 talent pearls + 200 talent essence + 17.4m mithril

Lvl 27: 240 talent pearls + 240 talent essence + 18.1m mithril

Lvl 28: 240 talent pearls + 300 talent essence + 18.8m mithril

Lvl 29: 6* dupe + 19.6m mithril