

Summoners Playground

Hello everyone! I have come to you with an Idea that I had in my head a few weeks back but never got around to making. So as you know, you have the ability to duel every champion in the game, but only their 6* version. And not everyone has the ability to fight them. And some people want to test out their champions against them, but they wouldn't be able to ramp up their champions so easily. So I come to you all with a much better, and much more fun idea called Summoners Playground. Enjoy!

What it is:

Summoners Playground is a special new gamemode where you can create your own challenges, map, and bosses to test your skills. This mode allows you to select how many champions you must fight, how many paths there are, and what node goes where. You are able to select any champion in the game to fight against (Including unplayable characters! However, the collector and Grandmaster remain the same as they are in the basic quests) and select exactly what rank and rarity they are. However, none of these champions you choose will affect any Solo objectives/Alliance Objectives whatsoever. This makes it so that you still actually have to work for those rewards.

What Nodes you can choose:

In this Playground, you have the ability to select any node in the game. Also, if the boss you place was a boss in a previous Event Quest, you will also be able to select their event quest node from the past by selecting either Cavalier, Uncollected, Master, or Heroic. If you do this, you will still be able to add more nodes onto them. Also, if you were wondering how many nodes you could put down, there is a limit. Ten nodes for everyone but the boss. The boss can have twelve nodes, but Selecting a EQ node takes up the same amount of space as how many nodes there are inside of it. You can also not stack duplicate nodes, or nodes of the same type (i.e. 25% Iso corruption or 50% Iso corruption / 100% health and another 100% health). Also, all nodes excluding EQ nodes can be turned into a global, local, or linked node. EQ nodes are Boss specific.

Champion Placement:

You are able to select any champion in the game and place them in your quest like you would in Alliance war. Creating your own quest has two phases. In the first phase you will also be able to select whether or not a place has a champion and if it is a split path, or normal path. By default, the path of champions will go in a straight line until you have placed the boss. To create a path of your choice, there will be a button where you can choose what type of path it is. However,

they will still be heading in a straight path (The maximum number of champions you can put into a quest will probably be somewhere between ten and fifteen). It will just be parallel with the original path. However, you will not be able to place down your nodes during this phase. Once you have finished creating the paths and champions, there will also be a button that says 'Place Boss'. This button will create a final node on the end of your designated path and once you have placed your boss, the second phase of creating your quest begins. In this phase, you will be able to select your champions and place their nodes. You can place, global, linked, and local nodes on all champions but the boss. Only Global and Local nodes can be placed on the boss (Not counting the linked nodes that send effects to the boss). Once you have finished creating the nodes, you can select 'Finish' and you will be able to enter your quest. (P.S. Possibility that you can save your creation, but that may be a bit much. So I'm not really gonna include that as part of the actual idea.)

Purpose:

This gamemode is meant to allow summoners to practice against certain champions and nodes they struggle with without having to spend much energy or units to get to the specific area. This will also allow summoners to experience Event Quest Bosses they were never able to fight or defeat due to insufficient rank or ability. It is also not meant to allow summoners to use it for completing objectives, for that would make them too easy and not as fun to try and complete (Yes, I know some are tedious, but it is better to work for the rewards than to get them for free and forget you ever received them). And so, this is my idea for a new gamemode in MCoC and I hope you have enjoyed reading this. Thanks for reading!

(P.S. I would have tried to draw examples, but I'm a writer, not an artist)