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has npc that provides sells them on a limited daily basis for meso: 3 per day of each). For details on mechanics: . Keep in mind these bosses have to be run with other guild members to earn contribution. From Maplelevel 10-30 gear items can get: 2% on rare, 2% on epic, 3% on unique, 6% on legendary Level 31-70 gear items can get: 2% on rare, 4% on epic, 6% on unique, 9% on legendary/Level 71+ gear items can get: 3% on rare, 6% on epic, 9% on unique, 12% on legendary/GlobaMS only: Level 151+ gear items can 4% on rare, 7% on epic, 10% on unique, 13% on legendary Star Force Enhancement [1004] Another way to enhance gear, accessible in the inventory menu at the bottom through the little hammer icon, otherwise it's bound to 0 by default. -The cubes you get should be used to reroll your emblem and secondary weapon for either %M.ATT or %ATT lines to maximise damage input. However most people, especially in early stages of the game won't save that much and thus the method above is the one they should take. Unique Utgard Claw 10 \* Epic Risk Holder 9\* 9% ATT -6% ATT 6% LUK -6% LUK 6% STR -6% STR As shown above, any prime lines of the unique/legendary potential will be reduced to an epic prime line. Common skills are skills such as Decent Sharp Eyes, Decent Speed Infusion and Decent Holy Symbol which are accessible to every single class. For example, I had a unique Utgard Claw that I transfer hammered to my Fafnir Risk Holder and this is what happened to its potential lines. But keep in mind you should still watch it in case you get whiteroomed. Once you get to 12 stars, enhancing has a chance to explode your item. (Ctrl+F [1019]) -This gives a massive advantage to new players who receive it. Conversely, if you have more AF than is required, you'll do more damage. Reboot also has bonus %damage scaling from levels to compensate for lack of scrolling and bonus potentials. ->Important note: This boosts you from 100-104 instantly if you do it right. Before using this, people will megaphone "MVP buff Ardentmill xx:30 ch5" or a message similar to this, it means at xx:30 you should go to Ardentmill (accessible through most major towns, if you don't know how to get there go to Heneys, left side of town there is a portal to it there) and switch to the appropriate channel and get the buff. From Maplestory Important Prequests [1015] -Gollux Available at level 140, starts through a quest from Grendel in Ellinia who will take you to Crimsonheart Castle. Another note: Ensure you fully charge the stones you're given during the 2 hours- it should only take 20-30 minutes per stone and after you complete the job advancement, all 3 stones turn into EXP potions that give about 25% of your EXP bar from 200-201, so it's highly recommended to charge them to the max while you can. Flames [1005] Flames are yet another enhancement system that were introduced to us in the Vcare update on Ark's release. Being in a discord channel or smth similar makes the run so much easier. For example, if I had an Assassin's Mark, Showdown and Quad Star node, and an Assassin's Mark, Dark Flare and Sudden Raid node, I could use the latter to improve the level of my first node. Your first character to level 200 will be very difficult, training mules/other characters gets much easier as you accumulate buffs such as cygnus knight's weapon attack bonus and link skills. On a physical location map, you might find areas of lakes, rivers, and mountain ranges highlighted in the map legend for the type of map that's being used. With the introduction of the Arcane Force hyperstat, it is highly recommended to put points into this stat to ease your transition into Arcane River. The rest of your potential scrolls can be used on any BiS (Best in-slot) gear that you have, such as superior gollux equipment if you've been getting Hellux carried or event rings that are often found in event shops. If you roll something like +60-70 stat that's really good and should definitely keep it because that's really good. Most guilds will guild point cap by running the 4 RA bosses + One of the others listed above to hit the 5k contribution cap per day. It enables you to teleport to any map where you've killed a sufficient amount of mobs/finish the relevant questline in the area. With gloves, they take anywhere from 2 months to a whole year to get them, depending on how often you run invasion and kritias dailies, however most take 6 months-1 year to get them, so personally, I would not bother trying to go past 5 stars on them because of the crazy amount of effort you need to put in to get them, however some endgame players will go for 8 stars if they're feeling ballsy and some 10\* if they wanna make bad life decisions. Pretty much useless now, it's worth getting a tyrant cape from Hmag just as a stepping stone towards absolab gear but no point in upgrading it. Last update: 8/26/2019 by pocket I set an interval timer that repeats and beeps every 2:20 to let me know I need to Re-Kishin to increase spawn and therefore increase the meso you gain. The "Zero" character class is only available on non-reboot. If you get 3L Crit Damage go to the lottery or you're a hacker. Keep in mind this alifant transfers the flame from your xpose material to your SW accessory/armor, and because SW doesn't receive boss flames, then you should perfect the flame on your pap mark/meister earrings before xposing to SW. It's better to dodge a tail than to hit 1 more rotation of spells. Lotus: Damage requirement to be in a party is to be able to solo Cvell in 10 minutes. Then you can get another 20% meso from rerolling your inner ability to get a prime legendary meso line. For each stage you clear, you'll be granted one coin. Everything that you get up until here is disposable. Before you go into a boss fight or are farming for a certain drop (e.g. Nodestones) it's useful to have active. Available at lv150 -Temple of Time Compulsory for completing the fifth job advancement quest, you can start it at lv140 and it's also a decent training spot if you can survive the mobs there. -Commerci Available at level 140, you don't have to do the whole questline, just enough to unlock commerce voyages through a quest called "Get rich quick!" from Cassandra, but I'd recommend doing the whole questline as it gives a 100% Epic Potential Scroll and unlocks the teleport to Commerci through Maple Guide -Hieizan Questline (For Kanna's Treasure, BiS gear, if you don't have a solid/reinforced Gollux set by 170) Recommend lv170 to do this, because of annoying damage mechanic that scales on levels, doing this with a mage/thief is difficult because your sengoku character hp is based on whatever your actual character hp is. -Mushroom Shrine Tales (Optional, if you want a better cape than Pensalir and can't get Tyrant but not recommended unless doing solo progression) -Do it whenever it's available -Kritias Not too long a prequest line, it's needed for Hard Magnus reset tickets. Beast tamer and jet have been buffed in the latest patch, though still lower on dps. Items with potential have up to 3 lines of potential, although upon revealing an item's potential it may only have 2 lines, in which case you can buy a potential stamp from Heneys which has a 50% chance to add an extra potential line. Potential lines can be different tiers, known as standard & prime lines. On more specialized maps, the map legend will differ. Once you get a cumulative server level of 600, you'll unlock the legion grid, which is pretty much free stats for having mules. Note: non-reboot. If you get 3L Crit Damage go to the lottery or you're a hacker. Keep in mind this alifant transfers the flame from your xpose material to your SW accessory/armor, and because SW doesn't receive boss flames, then you should perfect the flame on your pap mark/meister earrings before xposing to SW. It's better to dodge a tail than to hit 1 more rotation of spells. 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Beast tamer and jet have been buffed in the latest patch, though still lower on dps. Items with potential have up to 3 nodes that have the same 3 skills but have different 'primary' skills. You can find common foldable printed road maps and large road maps in bound atlas form. If you don't like it, change. Don't upgrade these, they are just placeholders for your absolab gear. I can comfortably solo within about a minute at ~5m range 199% boss and 92% IED (unless I die). The cape is a direct drop from magnus itself but the boots require 6 weeks of runs (9 coins per run, 8 weeks to get 70 coins for boots). If you want fast progression and have access to Lotus/Damien carries you can probably skip Tyrant boots. Then, Badge/Shoulder/Boots/Belt generally take less cubes to get a good % stat because they have less 'garbage' potential lines. (Note that pets are basically required on reboot as you must farm your own equipments, so you'll need a minimum 300-400k range and level 200 if you want them to leash hellux for you.In Hellux, carries can kill the chin, head and kill 95% of the gem's hp and then leave the map/party so you can finish it off. Using a boosted "imperfect" node to level up a perfect one will transfer ALL the exp to the new node with no exp loss or penalty. Because the sengoku event comes around fairly often I wouldn't aim for more than 21% legendary on your ghost ship, because the sengoku badge gives a higher tier of potential and a decent amount of weapon/magic attack. RIP SINGAPORE RIP POTTABLE BADGES- On a serious note though, badge best in slot now is the magnus crystal ventus badge, if you're a new player that doesn't have the GSE badge your best bet is to wait and pray they bring back the sengoku hakase badge from the Sengoku high event, however it's future is unknown at the moment. Firstly make a Kanna and level to 149. It's not too difficult once you learn her mechanics, just make sure to turn down the autopot threshold so you dont get autopot lag while you're on fire and make sure to Hero's Will the zombiefy effect, otherwise you'll die while you're on fire and you try to heal using pots. Then you can choose to upgrade them towards 22\* but it's recommended to head straight for the arcane set once you get 17\* all because you'll be strong enough to do most if not all content. If you flame a boss set item/boss gear, such as Absolab gear or the CRA set, you're guaranteed to receive 4 different stat increases, and they are guaranteed to be of a good tier (minimum tier 3, maximum tier 7). However for more casual players, 5/8 stars also work fine. Guild Skills are another benefit to joining a guild, and there are a few of them, most importantly: a resurrection skill that revives you in bosses WITH buffs, a weekly gift that gives you 20x 30min attack buffs and access to Noblesse Skills that give you a damage/boss damage/IED buff for 30 minutes (based on guild participation in flag race), these are very helpful for running bosses whether its solo or party. Find map by clicking Vulpes in Grandis section, then top right for fox valley. Also has inbuilt drain, so doesn't require HP potions until later stages where he can't outheal the incoming damage. Demon Slayer has amazing mobbing skills that scale with a lot of damage, cover a lot of area and are spamable. Each time you level you get 1 matrix point, and enhancing node slots will increase the level of the node in that slot. You are required to kill the purple music boxes that spawn in the rooms. Around 200k range it becomes pretty easy, prior to that it takes a while to kill but isn't particularly hard mechanics wise. Generally, star forcing gear to 10 stars is fairly cheap and provides a great damage boost especially on your weapon. This is where it starts to get a little hardcore- Those very dedicated to the game who want to achieve endgame gear will want to do this ASAP to get the best meso farming rates. Eventually you're going to need autopot on this kishin mule to survive early stages of Arcane River where you don't have enough arcane force to get hit with 1's. You actually need to clear Story Lucid solo to get past Lachelein, which is doable with about 1mil range if you have consumables to buff your range(mp blue, guild buff, ursus buff, wilderness hunter buff etc). More info on cubing can be found in the cubing section. Also make sure you have good guild contribution points to ensure that you can get in on guild carries -Most guilds will have carries based on your contribution, or guild points. The damage is not quite as strong as the previous three I mentioned, but makes up for it by having much more AOE damage. A pet is an absolute must for this. Everything explained here can be read in the main guide in much more detail, using the codes in the contents. Credit [1034] Gear Progression- My own experience/ 0 credit to /u/yumesuke My guild, Oceania /u/Oceania\_Reboot, who taught me a lot of this stuff Legion table /u/MsNyara Bossing Range recommendations: by /u/Ekanselltar Potential Tiers by Level - 25\* Progression Guide - /u/CodeUmbra IA/Link Skills Guide - /u/CodeUmbra Professions Guide - /u/MrTaoism Bossing Guides - /uzergJun0 Alternate Progression Guides - /u/SlompUrRoll and /u/JuliettSierraFoxyrot If I've missed any sections or there is anything you'd like me to add to the guide, please comment below and let me know. After getting this, stop using the Royal Black Metal Shoulder and replace it with Hayato's Treasure, but you'll still retain the 5-set boss accessory set effect. 200-210 Scrapyard Maps in Edelstein (not recommended due to low spawn + exp) 210-220/225 Slurpy Forest Depths or any ChuChu map that suits your character's abilities (Torrent Zone 3 is also not a bad choice for 220-225 if you're lacking AF to train at Lachelein) 220-230 Depending on class, try Revelation Place 2/3, Chicken Festival 2 or Clocktower 230-250 Cavern Lower Path for most classes, although some can also utilise other Arcana maps that are unique to for it's abilities E.g (CLP1, CLP2, CUP, DCUPI-2, Labyrinthine cavern) 235-250 Some esfera maps, such as Mirror Touched Sea 2, although it's really hard to find a kishin mule for these maps + maps are really class specific 255-275 mostly involves labyrinth and limina maps. Zakum drops the Condensed Power Crystal, and Aquatic Letter Eye Accessory, while HT drops Dea Sidus Earrings, Hornetail/Chaos Horntail Necklace and Magnus drops the Royal Black Metal Shoulder. There are reference maps, political maps, population maps, gender maps, and more. Benefits of Printed Maps Printed maps have lost general usage during the past 20 years, due to the rise of satellite-aided GPS on mobile devices. Reboot is a server where Nexon has removed most pay to win elements of the game, that is items usually purchased with NX (Nexon Cash/Premium Currency) on normal servers are purchasable with mesos on Reboot. For example, on a map of a large building or complex, doors, windows, exits, stairwells, fences, property boundaries, and more will be highlighted in the map legend. Types of Printed Maps Since the dawn of man, mapmakers and cartographers have created maps for guidance by travelers. 17-25 stars has no safeguard option and you're at RNG's mercy. Normal Magnus - Depends on how good you are at dodging meteors/push attacks. Later on, you can swap your reinforced gollux earrings to superior gollux earrings after you get your transposed Sweetwater earrings. Blaze Wizard (22-23k to 1hko orbital flame) Ice Lightning (2 tick Ice Age) Angelic Buster (3/2/1 tick soul seeker) Kaiser (2hko dragon breath) Beast Tamer (2hko) While this is definitely a painful process, keep in mind that estimates for 22 starring a piece of gear lie in the range of 60-90k on average, whereas rolling a 27%+ potential is much cheaper than that. This is your choice to make and the method outlined above won't work for everyone. Once you get a %ATT/M.ATT potential line, stop cubing it and cube one for the other or your weapon. Guilds [1013] Guilds are groups of people who often help each other out with the game.







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