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Maplestory ice mage guide

Update: As of April 22, 2014, this guide will start updating again. Note that this is a big job in the process right now, and it will not be fully polished immediately. Hello, and welcome to the snow/snow.... I have been maining an ice/electric mana since 2008. In playing this game in my time I've learned a lot about this class and how to optimize its use, and I hope I'll be able to help you do the same. The Wizard of Ice/Lighting Magiclore is a branch of the Explorer class. As the name suggests, it uses ice and electric elements. All of their attacks are focused on controlling the size of the crowd, and this is what the class has been known to be. The Ice/Lighting Mages don't square the strongest wizards (and never been), and they haven't been the strongest in support either (and never been), so their niche has almost always been around crowd control. Unfortunately new sections that are released (shiny comes to mind) overshadow the snow/snow. A lot of red skills allow for red high damage and more party support. As a result, an ice/electric mana may not be the best class in something in particular, but everything can do effectively. Pros: AOE has a lot of skills the physical can ignore/physical. Allowing you to do complete damage on owners when other classes can easily slow owners up their more than high-critical rate and some invincibility on demand for losses is a balurn, low reduction and situation resistance the opposition has as decent party support: a lot of our crowd skills are slow and/or slow. In one way or another we can't really take advantage of our own dam control to add some extra details to the skills for new red versions to low update state skill images. Add a training section to add a training section to how the skill works and update its usefulness update skills something else that's currently in the guide add a training section (required?) Possibly add a tool section (not just on Fundamental Wands/Staves) [url= IL achievement thread [url [url] [url] = Wizard DPS Count [url] [url= Skill Tables [URL] Energy Bolts: Consume mp to fire a ball of energy bursting when approached by an enemy. [Master Level 20]: -24 MP, Inflicts 309% damage to four enemies. Delay: 840 ms This skill is a projectile and is thus interrupted by walls and non-flat terrain. Teleport: Allows you to teleport a set distance to other places on the same map using the arrow keys. [Master Level 5]: This skill travels -20 MP, horizontally 140 pixels or 275 pixels vertically Wizard as a whole to do gameplay. Make sure you know how to broadcast (teleport in the middle of a skill animation), and be flexible when to do so. MP Boost: Permanently boosts the maximum MP, as well as increases it based on its level. [Master Level 10]: Max MP: +20%, Per Level: +120 Leveling this skill first doesn't affect the total MP boost you have, improve max MP, a skill that was removed in the Big Bang. Magic Guard: The damage offered to you affects your MP instead of your HP. If your MP reaches 0, your Himachal Pradesh takes the full amount of damage. [Master Level 15]: -13 MP, 85% loss is taken by MP instead of HP. Lasts 600 seconds. Delay: 600ms. This skill is not getting away. This skill is mandatory to survive under multiple conditions. In most maps you lay eggs in places where you won't get hit when you land there again. If you disconnect into a map that's not the case, or you're not sure, mash the skill when reconnecting to the game to avoid dying. Magic Armor: Combine magic in your armor, enhance your weapon defense from a part of your magic armor. [Master Level 10]: 10% increase in armor and defense. This skill is a projectile and is thus interrupted by walls and non-flat terrain. Energy Bolts (18) 172 Energy Bolts (Maxed), 1 Magic Guard/182 Magic Guard (3), 1 Magic Armor/19 - 213 Magic Armor (Maxed) 22-273 MP Boost (18) 282 MP Boost (maxed), 1 Magic Guard (4/29-303 Magic Guard (maxed) Notes * Teleport is the first maximum to improve teleport distance, and reduce MP costs. * Magic Armor is maximised before magic guard because the crowd doesn't really hit enough to warrant at those levels. * You are free to promote Max MP before Magic Guard if you think it will benefit you more. Freezing Guard: Increases your maximum significant damage against frozen enemies. [Master Level 1]: Maximum significant damage: +3% for each frozen effect it is IL special skills. This skill is automatically achieved upon taking 2 job advancement and thus does not require SP to maximize. This skill replaces the cold effects, slowing down monsters rather than stopping them in their place. Slow effects intensify as you pile more ice counters. Ice counters last 8 seconds (usually also listed on ice skill details). Adding a new ice counter, or refreshing them if already exists, resets the duration timer of all ice counters. Cold beam: Creates a snowflake to attack and freeze an enemy. Fire Contribution to Enemies can cause damage. [Master Level 10]: -12 MP, Inflicts 199% damage three times on six enemies. Range: 300%. Delay: 1080 ms This skill is not very effective due to being slower and weaker than thunder bolts. This is there is good vertical range if you choose to use it. Thunder Bolt: Creates a powerful magnetic field that fires lightning bolts on 6 enemies. [Master Level 10]: -30 MP, Inflicts 210% damage three times over six enemies. Range: 250%. Delay: 990 ms This is the main training skill in the second job. While the cold beam has a better upward vertical range and a little further reach in front of you, the ability of this skill to hit behind you allows it to create a better overall area of impact. Scary steps: When using teleport, there is a chance to freeze the area you are about to move, damaging and cold enemies that move on it, adding an extra frozen effect. [Master Level 10]: Chance to activate 60%. Lasts 6 seconds, damages enemies 1% I don't know why it's a 60% chance. This skill can kill some monsters who are flying but those who are too much off the ground will not be impressed by this skill (Hillera is an example of a monster that is very much hit by a scary step). While testing at some point I was led to believe that this skill would trigger trigger damage if it is placed before the respective monsters activate it. I'm not sure if this is still the case. Magic Mastery: Magic Mastery and Magic Attack Increases. [Master Level 10]: Magic Mastery: +50%, Magic ATT: +10 Wizards have a base mastery of 25%. This skill boosts up to 75%. While all the skills and need a mastery skill in order for stability. High IQ: Increase iq permanently through mental discipline. [Master Level 5]: INT+40 MP Eater: Enemy MP absorbs enemy MP while attacking with magic skills until reaching 0. [Master Level 10]: 20% chance to absorb 10% of an enemy MP when hitting multiple monsters, this skill will attempt to steal from each monster you hit until it successfully absorbs mp. Effectively proc it against 6 monsters. Meditation can be regarded as a 73.79% chance: temporarily enhances the magic attack of all party members around through meditation. Level 3 MP eater is required. [Master Level 20]: -16 MP, Magic Attack +30 for 200 seconds. Delay: 600 ms This is the first party skill we get. This skill stacks up with other skills that enhance the magic attack (i.e. advanced blessings). Magic Boost: Increases the attack speed of your spells. [Master Level 10]: -20 MP, Attack Speed for -200 seconds. Delay: 1500 ms It is important to boost skill loss, more = more attacking damage. See the formulas and AP section if you're really interested in seeing how spell booster affects your casting speed. Level(5) Skill (301 Freezing Guard (Automatic), 1 Cold Beam, 1 Thunderbolt, 2 Spell Master/31-323 Spell Master (8) 332 Spell Master (Maxed), 1 Spell Booster/34-363 Spell Booster (Maxed) 37-39 3 Thunder Bolt (Maxed) High Knowledge/412 High Knowledge (maxed), 1 MP Eater 422 MP Eater (3), 1 Meditation/43-483 Meditation (19) 491 491 (maxed), 2 cold beams (3) 50-543 teleport (18) 551 cold beam (19), 2 MP Eater (5) 563 MP Eater (5) 572 MP Eater (5) 582 MP Eater (5) 593 MP Eater (5) 603 MP Eater (5) 613 MP Eater (5) 623 MP Eater (5) 633 MP Eater (5) 643 MP Eater (5) 653 MP Eater (5) 663 MP Eater (5) 673 MP Eater (5) 683 MP Eater (5) 693 MP Eater (5) 703 MP Eater (5) 713 MP Eater (5) 723 MP Eater (5) 733 MP Eater (5) 743 MP Eater (5) 753 MP Eater (5) 763 MP Eater (5) 773 MP Eater (5) 783 MP Eater (5) 793 MP Eater (5) 803 MP Eater (5) 813 MP Eater (5) 823 MP Eater (5) 833 MP Eater (5) 843 MP Eater (5) 853 MP Eater (5) 863 MP Eater (5) 873 MP Eater (5) 883 MP Eater (5) 893 MP Eater (5) 903 MP Eater (5) 913 MP Eater (5) 923 MP Eater (5) 933 MP Eater (5) 943 MP Eater (5) 953 MP Eater (5) 963 MP Eater (5) 973 MP Eater (5) 983 MP Eater (5) 993 MP Eater (5) 1003 MP Eater (5) 1013 MP Eater (5) 1023 MP Eater (5) 1033 MP Eater (5) 1043 MP Eater (5) 1053 MP Eater (5) 1063 MP Eater (5) 1073 MP Eater (5) 1083 MP Eater (5) 1093 MP Eater (5) 1103 MP Eater (5) 1113 MP Eater (5) 1123 MP Eater (5) 1133 MP Eater (5) 1143 MP Eater (5) 1153 MP Eater (5) 1163 MP Eater (5) 1173 MP Eater (5) 1183 MP Eater (5) 1193 MP Eater (5) 1203 MP Eater (5) 1213 MP Eater (5) 1223 MP Eater (5) 1233 MP Eater (5) 1243 MP Eater (5) 1253 MP Eater (5) 1263 MP Eater (5) 1273 MP Eater (5) 1283 MP Eater (5) 1293 MP Eater (5) 1303 MP Eater (5) 1313 MP Eater (5) 1323 MP Eater (5) 1333 MP Eater (5) 1343 MP Eater (5) 1353 MP Eater (5) 1363 MP Eater (5) 1373 MP Eater (5) 1383 MP Eater (5) 1393 MP Eater (5) 1403 MP Eater (5) 1413 MP Eater (5) 1423 MP Eater (5) 1433 MP Eater (5) 1443 MP Eater (5) 1453 MP Eater (5) 1463 MP Eater (5) 1473 MP Eater (5) 1483 MP Eater (5) 1493 MP Eater (5) 1503 MP Eater (5) 1513 MP Eater (5) 1523 MP Eater (5) 1533 MP Eater (5) 1543 MP Eater (5) 1553 MP Eater (5) 1563 MP Eater (5) 1573 MP Eater (5) 1583 MP Eater (5) 1593 MP Eater (5) 1603 MP Eater (5) 1613 MP Eater (5) 1623 MP Eater (5) 1633 MP Eater (5) 1643 MP Eater (5) 1653 MP Eater (5) 1663 MP Eater (5) 1673 MP Eater (5) 1683 MP Eater (5) 1693 MP Eater (5) 1703 MP Eater (5) 1713 MP Eater (5) 1723 MP Eater (5) 1733 MP Eater (5) 1743 MP Eater (5) 1753 MP Eater (5) 1763 MP Eater (5) 1773 MP Eater (5) 1783 MP Eater (5) 1793 MP Eater (5) 1803 MP Eater (5) 1813 MP Eater (5) 1823 MP Eater (5) 1833 MP Eater (5) 1843 MP Eater (5) 1853 MP Eater (5) 1863 MP Eater (5) 1873 MP Eater (5) 1883 MP Eater (5) 1893 MP Eater (5) 1903 MP Eater (5) 1913 MP Eater (5) 1923 MP Eater (5) 1933 MP Eater (5) 1943 MP Eater (5) 1953 MP Eater (5) 1963 MP Eater (5) 1973 MP Eater (5) 1983 MP Eater (5) 1993 MP Eater (5) 2003 MP Eater (5) 2013 MP Eater (5) 2023 MP Eater (5) 2033 MP Eater (5) 2043 MP Eater (5) 2053 MP Eater (5) 2063 MP Eater (5) 2073 MP Eater (5) 2083 MP Eater (5) 2093 MP Eater (5) 2103 MP Eater (5) 2113 MP Eater (5) 2123 MP Eater (5) 2133 MP Eater (5) 2143 MP Eater (5) 2153 MP Eater (5) 2163 MP Eater (5) 2173 MP Eater (5) 2183 MP Eater (5) 2193 MP Eater (5) 2203 MP Eater (5) 2213 MP Eater (5) 2223 MP Eater (5) 2233 MP Eater (5) 2243 MP Eater (5) 2253 MP Eater (5) 2263 MP Eater (5) 2273 MP Eater (5) 2283 MP Eater (5) 2293 MP Eater (5) 2303 MP Eater (5) 2313 MP Eater (5) 2323 MP Eater (5) 2333 MP Eater (5) 2343 MP Eater (5) 2353 MP Eater (5) 2363 MP Eater (5) 2373 MP Eater (5) 2383 MP Eater (5) 2393 MP Eater (5) 2403 MP Eater (5) 2413 MP Eater (5) 2423 MP Eater (5) 2433 MP Eater (5) 2443 MP Eater (5) 2453 MP Eater (5) 2463 MP Eater (5) 2473 MP Eater (5) 2483 MP Eater (5) 2493 MP E

based damage. Fundamental Staff 8: +10% power, +5% ice, -25% sacred, fire, and poison based damage. What links are the best to use skills? You can put 12 different link skills on one character. All link skills are good in themselves, but some are better than others. I am listing them by the order of utility. Mihile: 100% stance of 90/110/130 seconds, 180 second cooldown stance is really useful and almost a must at some points. If you can take your mihil to level 120, And for a mechanic level 100 for your character card, this skill your cooldown allow you always 100% Stance Kanna/Monster Avenger: +5/10/15% Loss Monster Slayer: +10/15/20% Owners owners are generally where you generally want extra damage, and it's a good boost. Shiny: +10/15/20% Def Xenon Ignored: +5/10% All stat it's essentially a free 10 level of Maple Warrior per link skill level. Phantom: +10/15/20% critical rate we can really take advantage of this. Beast Tamer: +4/7/10% Owner damage and critical rate, +3/4/5% HP/mp This link skill has a lot to bring good things to, and a very good idea. What makes this link skill good is half as strong in any one particular aspect than the fact that it's all thrown together, but bear in mind is stronger in any one particular aspect than the one else's link skills that have expertise in that aspect (i.e. it gives only 7% owner losses at Level 2, while Monster Slayer grants 15%) Cygnus Knights: +2/5/7/10/12/15% Opposing the position is more good opposing the situation. You can stack the link Of the link skills of mutipal characters. Mercedes: An 1800 could go to Elluel with the second cooldown, +10/15/20% bonus exp free exp good. Transportation also comes in handy if you are not buying hyper teleport rocks. Zero: Reducing losses by 3/6/9/12/15%, and +2/4/6/8/10% def ignoring I wouldn't force it if you don't need it, but it comes in handy. Less damage is used less potion and more liveability; The more defense traps you ignore more damage. Cannoneer: +5/10/15% HP/MP, 15/25/35 All stat helps it with survival. Additional INT, while not much, is good too. Angelique Buster: +30/45/60% loss for 10 seconds, 90 seconds this couple well with cooldown power orb. You can also use it at the end of infinity to try to show a large number. Kaiser: +10/15/20% HP also to survive, although does not provide any additional damages. The fact that it doesn't give MPs like Cannoneer and Beast Tamer link skills means it's not much of a priority. Hayato: +10 All Stat, +5 Magic Attack it's not that great, but if you have an extra slot it could help. This link skill only goes up to level 1 jetty: randomly increases for all stat and magic attack it's hard to place due to randomness. 30 magic attacks can get as high as you can. You need to spend NX to keep a certain stat boost, and only up to a year. Otherwise you need to play this class regularly to go for good boosts. Anything it's only +3 magic attack and without trying to go to all stat are there any acquaintances I should take advantage of? Something familiar is really the one I'm as useful to you/you. Here are some examples of useful acquaintances: MP Rijan: Junior Boogie and so on, MPs are great for saving the drug while grinding. Junior Boogie specifically mentions how quickly it is available and due to its high drop rate. I personally use a blue cantourus when I choose to use one to match the blue theme of just I/L class. HP/MP Region: Mr. Alli, the mutant snail is similar to the top but these also heal HP, so you don't really need to see that either. Drop Rate:] Big Spider, Mutant Ribbon Pig, Wolf Underling These are great for trying to get the most of your bossing run. They can be pretty pricy. You can read more about Familiars here. Thanks to all the baslers below who have contributed to the guide! Zzyzx: Kirbyhon Superorange Atris Stryl Shainingsno Abison Yoshiro Quickjamper7 Corin Anhande6 Featherwick Deathdragon 42Isawesome Fred Monty 007 Infinity bigbadboy95 ihatecatsongs nob13 BlizzardSwarm FrigidorMagic iDropPanties VietDreamer special thanks to these users from Southperry as well! Zzyzx: Kabanaw Cyanne Fiel Eos Nikki Southperi Orangemushroom 1, 2, 3, 4, 5 5 5

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