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Maplestory arcane symbol chart

I took about 90-100 days to reach level 15, doing daily CCI (Chew Island) PQ almost every day. These are the final stats. It's level 14....with 206/207. Let's rate, it costs about 104m to rate from level 14 to level 15!!! And rate up!!! This is my first mysterious symbol that has reached the maximum level (level 15) that adds 1700 DEX! That's it, that's it. 1 mysterious way down! Next I'm going on is a mysterious symbol to the island there which takes me quite some time to level up since it only give 8 symbols per day compared to the CCI PQ which gives 15 symbols per day. It's time to go beyond your limits

and unleash your true potential. Be an elite maple hero you're always destined to be! After almost a decade, the wait is finally over! The Update 5-5 Work Promotion Department empowers you to step beyond their limits to reach maximum potential and become a hero of maple legend with new capabilities, high-quality equipment and content. Requirement: Lv. 200 or higher, must complete the time chain tasks of the Temple and accompany the search [promoting] a fifth work of the memory guard in an informant event on the left side of the screen. It will transport you to the time of the Temple: the keeper's room of remembrance. (You can access any maps in any order you prefer) From here, you have 5 minutes to search for the Horizon portal within the fallen world tree maps. Once found, enter the Horizon Portal and talk to the Mastery God and get a mysterious stone.Head over Henesys: Bowman School of Teaching, enter Horizon Portal, talk to the Maple World Club and get a mysterious stone.Head over to the Pantheon: Great Temple Interior, enter Horizon Portal, talk to these Grandis. Hence, you are required to defeat Magnus (any difficulty) and return to the Horizon portal, speak to Grandis Goodes again to get the mysterious stone.How does a mysterious stone work? You can only run one mysterious stone at a time. When a mysterious stone is activated, you can either wait 2 hours (AFK for 2 hours) or fill the mysterious stone with EXP as you master your character, the maximum amount exp that can be filled is 500,000,000. You must stay in the game in order for 2 hours to pass. Disengagement won't reset the duration of your mysterious stone once you re-give away your mysterious stone and resume where you left off. After completing two hours, you'll have to wait another 8 hours to activate the next mysterious stone. You don't have to be in the game for the eight hours to get through. You are required to have (2 hours - must stay in the game) + (8 hours - optional to stay in the game) + (2 hours - must stay in the game) + (optional to stay in the game) + (2 hours - must stay in the game) = 22 hours after completing 3 mysterious stones, exp of the mysterious stone later turn into EXP potability You can use later with the same amount of EXP that you have accumulated. After you have successfully activated and completed 3 mysterious stones, you can progress to Work 5. Once you've progressed to Work 5, you'll get a Core Gems Skill V which will give you your first 5 working skill. Starting at level 200, characters can now unleash their true powers by activating a host of job promotion skills 5. Check out what amazing new capability has been unlocked for your favorite characters, you can achieve the following skill cores and learn new skills! Dedication rope connection: Shoots a grip hook to the platform above you to rise quickly. [Level 1] Press the skill key as you climb to cancel. Cooldown: 3 seconds [passive effects: all stats: +25] Decent Mastic door description: Creates a portal that leads to the nearest city. You can only use the portal multiple times until it disappears. Click on ▼ to use it. [Level 1] HP Cost: 5%, Uses 2 Magic Rocks, Portal Duration: 32 seconds. Cooldown: 130 seconds [passive effects: all stats: +1][Level 25] HP Cost: 5%, User 2 Magic Rocks, Portal Duration: 80 seconds. Cooldown: 130 seconds [passive effects: all stats: +5] Decent sharp eye description: Allows you to locate the enemy's weak spot to deal with fatal damage to this enemy. [Level 1] consumes 5% HP. For 183 seconds, the critical rate increase by 10% and critical damage by 8%. Cooldown: 180 seconds [passive effects: all stats: +1] [level 25] consumes 5% HP. For 255 seconds, raising the critical rate by 10% and critical damage by 8%. Cooldown: 180 seconds [passive effects: all stats: +5] Hyper-Decent body description: HP/MP max boosts. [Level 1] consumes 5% HP. For 183 seconds, Max HP increases HP by 40% and MP max by 40%. Cooldown: 180 seconds [passive effects: all stats: +1][level 25] consumes 5% HP. For 255 seconds, max hp increases by 40% and MP max by 40%. Cooldown: 180 seconds [passive effects: all stats: +5] Decent Battle OrdersDescription: Temporarily increases all your skill levels. Only the fourth advanced class skills can be increased beyond their skill levels, and other skills are growing to their skill levels. You can't increase skills for beginners, combat commands, decent combat commands, hyper-skill and fifth skills. [Level 1] HP Cost: 5%. All skill levels +1 level for 183 seconds. Cooldown: 180 seconds [passive effects: Durability in abnormal state +1][Level 25] HP Cost: 5%. All skill levels +1 level for 255 seconds. Cooldown: 180 seconds [passive effects: abnormal mode resistance +5] Decent advanced forward dedication: greatly increases your ATT, magic, DEF, and Max HP/MP. Reduces the amount of MP used when using skills. Can be stacked with other amateur skills, except knee and progress. [Level 1] HP Cost: 5%. ATT +20, Matte +20, DEF +425, Max HP +475, Max HP +475, MP -12% to 183 seconds. Cooldown: 180 seconds [Level 25] HP Cost: 5%. ATT +20, MATT +20, DEF +425, Max HP +475, Max HP +475, MP Cost -12% for 183 seconds. Cooldown: 180 seconds refineable speed: Increases your attacking speed by one level for a set period. Could be stacked with enthusiasts other than a wind accelerator. [Level 1] HP Cost: 5%. Increases the attacking speed by 1 for 183 seconds. Cooldown: 180 seconds [Passive effects: All stats: +1][Level 25] HP Cost: 5%. Increases the attack speed by 1 for 255 seconds. Cooldown: 180 seconds [passive effects: all stats: +5] Blink-Description: Teleports to a random location on the map. [Level 1] consumes 5% HP. Teleports to random location on map. Cooldown: 64 seconds [passive effects: All stats: +1][Level 25] consumes 5% HP. Teleports to random location on the map. Cooldown: 40 seconds [passive effects: all stats: +5] Erda NovaDescription: Collects the Erda around you and shoots enemies. This skill focuses on the enemy with the highest HP in the first term and committed enemies due to Erda's imbalance. [Level 1] HP Cost: 15%, Damage: 156%, Number of attacks: 5, Binding duration: 10 seconds. Damage from Erda Nova increases bind duration by up to 100%. Cooldown: 397 seconds [level 25] HP Cost: 15%, Damage: 300%, Number of attacks: 5, Binding duration: 10 seconds. Damage from Erda Nova increases bind duration by up to 100%. Cooldown: 325 seconds of WillDeDescription's Erda: Allows you to focus your mind and clear abnormal state effects. Some exception effects cannot be undone. [Level 1] HP Cost: 5%, Cooldown: 475 sec [Level 25] HP Cost: 5%, Cooldown: 355 sec [Fighter] Aura Weapon! Gives life to weapons and exerts powerful power. Aurawave does not affect enemies in damage reflection mode. [Level 1] HP Cost: 10%, Ignore Monster DEF for 82 seconds: 10%, Finite damage: +1%. Aurawave shooter that attacks up to 10 enemies in 51% damage of attack every 4 seconds every time a skill attack is used. Cooldown: 180 seconds [Level 25] HP Cost: 10%, Ignore Monster DEF for 130 seconds: 15%, Final damage: +5%. Aurawave shooter that attacks up to 10 enemies in 75% damage of attack every 4 seconds every time a skill attack is used. Cooldown: 180 Seconds [Hero] Sword of Burning Soul Dedication: Creates a sword of a burning soul. Does not affect enemies in damage reflection mode. Skill required: A rampant blow level 30 or higher [level 1] consumes 350 MP to create a sword of burning soul around you for 41 seconds. You can fix the sword in the ground when you use skill again, and get back to you if you stay away from it. Sword increases blow elevation to attack up to 8 enemies in 167% damage 9 times. Number of attacks: 6 per second, maximum enemy hit: 8, critical rate +50%. Cooldown: 120 seconds Normal sword damage: 332%, Furious sword damage: 364%Permanent sword damage: 301%, Furious sword damage: 327%[Level 25] Consumes 350 MP to create a sword of burning soul around you for 65 seconds. Sword Be fixed in the ground when you use skill again, and will be returned to you if you stay away from it. Sword increases blow elevation to attack up to 8 enemies in 167% damage 9 times. Number of attacks: 6 per second, maximum enemy hit: 8, critical rate +50%. Cooldown: 120 seconds Normal sword damage: 620%, Furious sword damage: 700%Permanent sword damage: 565%, Furious sword damage: 615%. What are you doing in here? Holy Unity: Ties you and your ally together with a sacred power. Paladin and members of his party are excluded. [Level 1] consumes 1,000 MPs to connect a party member with you for 41. The effect of this skill is eliminated when the party member steps out of range. This allows a party member associated with you to use your offensive skills and some enthusiasts, and strengthens your fighting power if there is no one within casting range. When used with a party member: allows the party member to share 51% of the final damage of your attack and 50% of the duration of the Buff + 1% from 1000 STR to 100%. When the skill is used to boost your strength: increases your final damage by 35. Cooldown: 120 seconds [level 25] consumes 1000 MP to connect a party member with you for 65. The effect of this skill is eliminated when the party member steps out of range. This allows a party member associated with you to use your offensive skills and some enthusiasts, and strengthens your fighting power if there is no one within casting range. When used with a party member: allows the party member to share 75% of the final damage of your attack and 62% of the duration of the Buff + 1% from 1000 STR to 100%. When the skill is used to boost your strength: increases your final damage by 47. Cooldown: 120 seconds [Dark Knight] Dark Spear Pranks: Throws dark spears at enemies. Use with up & down keys to throw a spear in this direction. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 350 MP to create a dark spear that attacks up to 12 enemies at 382% damage 7 times in normal circulation. Critical rate +100%. Ignore Monster DEF: +50%. Cooldown: 10 seconds [level 25] consumes 350 MP to create a dark spear that attacks up to 12 enemies in 67% damage and 7 times normal circulation. Critical rate +100%. Ignore Monster DEF: +50%. Cooldown: 10 seconds [Soul Master] Heavenly DanceDescription: Allows you to use the power of the sun and moon. [Level 1] consumes 1000 MP to create a mirror image of your attacking skill that deals with 31% final damage for 41 seconds. Attacks up to 10 enemies every 5 seconds with the sun - the moon's added damage. Critical rate: +100%. Cooldown: 150 seconds Standing: Damage: 1240%, Number of attacks: 333 Position: Damage: 620%, Number of attacks: 6[Level 25] Consumes 1000 MP to create a mirror image of your attack skill that deals with 55% finite damage for 65 seconds. Attacks up to 10 enemies every 5 seconds with the sun - the moon's added damage. Critical rate: +100%. Cooldown: secSol Position: Damage: 2200%, Number of attacks: 3 Empowerment: Damage: 1100%, Number of attacks: 6 [Michael] Roux AiasDescription: Makes a shield to protect your allies from enemies. [Level 1] MP Cost: 1000, Lifts shield to reduce 74% damage from attacks within the region, including attacks dealing with your relative damage and your party members' HP, for 40 seconds. Cannot use motion skills when lifting the shield. The shield continues to break in three stages while blocking enemy attacks 10, 10, 15 times for each stage. Final damage when the shield disappears +5%, counting the remaining blocks: 2 times damage: +1% for 78 seconds. The shield can be turned off manually when skill is used again. Cooldown: 300 seconds [level 25] MP Cost: 1000, Shield Lifts to reduce 86% damage from attacks within the area, including attacks dealing with your proportional damage and your party members' HP, for 40 seconds. Cannot use motion skills when lifting the shield. The shield continues to break in three stages while blocking enemy attacks 16, 16, 21 times for each stage. Final damage when the shield disappears +5%, counting the remaining blocks: 2 times damage: +1% for 150 seconds. The shield can be turned off manually when skill is used again. Cooldown: 300 Seconds [Breast Slayer] Demon Awakening Description: Inspires true demonic power. This skill cannot be cast while you are hanging/climbing. Cerberus does not affect enemies in damage reflection mode. [Level 1] Fury Price: 100. Harnesses its power as a real serenity to increase the final damage +5% and the critical rate +50% for 31 seconds. Automatically summons Cerberos with attacking skills every 8 seconds and improves the docker lashes. Chaos locking is available during skill use. Cooldown: 120 secSover: Attacks up to 6 enemies 3 times, ignores 50% monster DEF, and increases 50% damage on boss. Lash Damage Damage: 1 and 2 Hits: 600%, 3 Hits: 700%, 4 Hits: 800% [Level 25] Fury Cost: 100. Harnesses its power as a real serenity to increase the final damage +7% and the critical rate +62% for 55 seconds. Automatically summons Cerberos with attacking skills every 8 seconds and improves the docker lashes. Chaos locking is available during skill use. Cooldown: 120 secondsSover: Attacks up to 6 enemies 3 times, ignores 50% monster DEF, and increases 50% damage on boss. Lash Damage Puncture: 1 and 2 Hits: 600%, 3 Hits: 700%, 4 Hits: 800% [Avenger Demon] Demon FrenzyScription: Burn and Gain Power for Revenge. The blood of demons ignores attacks and can harm enemies in a damaged state of reflection. [Level 1] consumes 20% HP and 4,000 thrones per second, maximum HP recovered from recovery items and heals up to 1%. Increases final damage proportional to 4% HP by 1%, disperse the blood of demons on the floor at regular intervals and attack up to 10 enemies in 308% damage 2 times for 5 seconds. Do not consume HP and disperse Blood on the floor if the current HP is below 1% of maximum. HP. Eliminated when reusing skill. Cooldown 149 sec[Level 25] consumes 20% HP and 4,000 thrones per second, the maximum amount of HP recovered from recovery and healing items of up to 2%. Increases final damage proportional to 3% HP by 1%, disperse the blood of demons on the floor at regular intervals and attack up to 10 enemies at 500% damage 2 times for 5 seconds. Do not consume HP and disperse breast blood on the floor if current HP is below 1% of HP maximum. Cooldown 125 Seconds [Kaiser] Saves NovaDescription: Summons the souls of former Kayzers to aid in battle. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1000 MB to summon 3 souls of former Kayzers who stay around you within a certain range for 30 seconds. Cooldown: 120 sec6th Kaiser: Attacks up to 10 enemies at 465% damage 4 times.15th Kaiser: Attacks up to 10 enemies at 260% damage 6 times.27th Kaiser: Attacks up to 10 enemies in 935% damage 2 times. [Level 25] consumes 1000 MPs to summon 3 souls of former Kayzers who stay around you within a certain range for 42 seconds. Cooldown: 120 sec6th Kaiser: Attacks up to 10 enemies in 825% damage 4 times.15th Kaiser: Attacks up to 10 enemies in 500% damage 6 times. Kaiser 27: Attacks up to 10 enemies in 1775% damage 2 times. What are you doing in here? Maha Installation: Exercises the true power of an armbur maha. [Level 1] MP Cost: 1000, changed only with Maha's domain, installs Maha for 31sec for a 5% damage increase. When using attack skills, any damage of 3sec is treated to a maximum of 10 enemies in 550% damage 5 times by the resulting blizzard. Cooldown: 150 seconds [zero] Limit pass description: Freezes time and exceeds limit. Charges them for a specified duration. Goals of this skill resist the Bind effect for 90 seconds and cannot be bound by mental shock and other skills. Once the skill is finished, causing resistance to the final damage, enemies in countries ignore attacks and reflection damage casualties, but this damage cannot kill enemies. [Level 1] Cost of time power: 50, attacks up to 15 enemies in 415% damage 5 times. Targets are for 10 seconds. Damage from attacks when skill is activated increases the binding duration by up to 100%. With the exception of skills not affected by Cooldown reset effects, cooldown of other skills drops 200% quickly for 30 seconds. Attack speed increases two levels, final damage increases by 15%. Also, the skill slows down nearby enemies. If there are enemies alive when the skill ends, get 20% of Zero's damage 15 times as long as the skill lasts. Cooldown: Section [Level 25] Time Force Cost: 50, Attacks up to 15 enemies at 775% damage 5 times. Targets are for 10 seconds. Damage from attacks when skill is activated increases the binding duration by up to 100%. With the exception of skills not affected by Cooldown reset effects, cooldown of other skills drops rapidly by 240% for 42 seconds. Attack speed increases two levels, final damage increases by 20%. Also, the skill slows down nearby enemies. If there are enemies alive when the skill ends, get 20% of Zero's damage 15 times as long as the skill lasts. Cooldown: 240 seconds [Blaster] Bunker Astrathion: Lots of cannon spinning with special bombs to penetrate hardened targets. [Level 1] MP Cost: 1000, automatic shoot enhanced spinning glove against physical attack with gun glove for 31 seconds. Enhanced attacks cause 187% damage on 10 enemies 8 times and ignore 100% enemy DEF. Cooldown: 120 seconds [level 25] MP Cost: 1000, automatic shoot enhanced glow spinning against physical attack with Gauntlet gun for 55 seconds. Enhanced attacks cause 355% damage on 10 enemies 8 times and ignore 100% enemy DEF. Cooldown: 120 seconds [Hayato] EngetsuzenDescription: Allows you to quickly load and cut multiple enemies with the power of the Lunar Crescent. This skill can attack one target several times, restoring Hayato's wind sword after use. The moon crescent does not affect enemies in damage reflection mode. [Level 1] MP Price: 1000. Charges and cutting enemies in its range 12 times in 606% damage, and repeating the attack 11 times. Can attack the same enemy more than once. Recreating Hayato's wind sword at 700 after use. Cooldown: 90 seconds [level 25] MP Cost: 1000. Charges and cuts at enemies in their range 12 times at 750% damage, and repeats the attack 11 times. Can attack the same enemy more than once. Recreating Hayato's wind sword at 700 after use. Cooldown: 90 seconds [magician] ManaDescription overload: Increases attacking power with overloaded mana. [Level 1] additionally uses 2% maximum MP to increase final damage by 8% when using attacking skills excluding Minions. Classifier without MP use 1% of HP. You can switch to On & Off. Cooldown: 59sec[Level 25] additionally uses 2% maximum MP to increase final damage by 10% when using attacking skills except minions. Classified without MP use 1% of HP. You can switch to On & Off. Cooldown: 35sec [Archmage F/P] DoT PunisherDescription: Summons a ball of flame from another dimension, chasing enemies. The number of fireballs summoned increased relative to the DoT stack. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 500 MP to generate 15 fireballs and enemy attackers in 415% damage 5 times over 20 seconds. DoT on enemies within certain range stacks. One fireball summons is added to each one pile. Reduces 50% damage of fireballs if they focus Attack a monster. The enemy takes 203% DoT every second for 8 seconds. Cooldown: 30 seconds [level 25] consumes 500 MP to generate 15 fireballs and enemy attackers in 775% damage 5 times over 20 seconds. DoT on enemies within certain range stacks. One fireball summons is added to each one pile. Reduces 50% damage of fireballs if they target their attack on a monster. The enemy takes 275% DoT every second to 8 seconds. Cooldown: 30 seconds [Archmage I/L] Ice AgeDescription: Covering the world with ice like the Ice Age. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1000 MP to attack up to 15 enemies in 520% damage 10 times and freeze the area. The area remains frozen for 25 seconds and enemies on the frozen ground are flocking to 260% damage at regular intervals. Freezing effects can stack up. Cooldown: 75 seconds [level 25] consumes 1000 MP to attack up to 15 enemies in 1000% damage 10 times and freeze the area. The area remains frozen for 25 seconds and enemies on the frozen ground receive 500% damage at regular intervals. Freezing effects can stack up. Cooldown: 75 seconds [Bishop] Prayer: Creates a blessed holy area in prayers. Can't get the prayer enthusiast of other bishops while the skill is used. [Level 1] consumes 1000 MP to increase 10% final damage of party members in the region for 31 seconds, recover 2% from maximum. Up to 51%, the final damage increased by 1% per 1500 cell. Increases HP/MP profits by 1% to 15% per 2000 INT. Can only get 40% final damage bonus. You can switch to on/off mode. Cooldown: 120 seconds [level 25] consumes a 1000 MB option to increase 10% of the final damage of party members in the region for 55 seconds, recover 2% of HP/MP's final damage bonus at regular intervals and eliminate some mode resistance. Up to 75%, the final damage increased by 1% per 1500 cell. Increases HP/MP profits by 1% to 15% per 2000 INT. Can only get 40% final damage bonus. Could be on/off. Cooldown toggle: 120 seconds [Flame Wizard] Fiery orbital flame: throws a huge flame that travels forward to a specified distance and then returns to the spacecraft. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 350 MP and attacks up to 12 enemies at 620% damage 6 times at regular intervals. Ignoring 50% of 50% of Enemy DEF. Cooldown: 5 seconds [level 25] consumes 350 megabytes and attacks up to 12 enemies at 1100% damage 6 times at regular intervals. Ignoring +50% enemy DEF. Cooldown: 5 seconds [Evan] ElementalDescription: Uses different types of powerful magic in sequence. Can gain new power for a set period when each attack hits the enemy. This skill does not affect enemies in damage reflection mode. [Level 1] Consumes MP use magic 4 times that attacks up to 15 enemies in 780% damage 6 times. Critical rate +100%. Each thorough casualty by attacks deals with 5% more finite damage for 10 seconds. Cooldown: 60 seconds [level 25] consumes 1000 MP to use magic 4 times, attacking up to 15 enemies in 1500% damage 6 times. Critical rate +100%. Each thorough casualty by attacks deals with 5% more finite damage for 10 seconds. Cooldown: 60 Seconds [Glow] The Gate of Truth: Summons the Gate of Truth from place beyond light and darkness. It destroys enemies with the light of truth. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1000 MP and attacks up to 12 enemies in 260% damage 10 times over 25 seconds. You can use equilibrium mode once. [Level 25] consumes 1000 MP and attacks up to 12 enemies in 500% damage 10 times over 37 seconds. You can use equilibrium mode once. [Also Battle of strawberries] Unity AuraDescription: Unites the whole aura using the power of the Angel of Death. [Level 1] consumes 100 megabytes and implements all Aura effects simultaneously for 31 seconds. Blow skills consume 75 to improve death because attacks up to 10 enemies in 250% damage 12 times. Increases the critical rate by 50%, ignores 50% Monster DEF. Cooldown: 150 seconds [level 25] consumes 100 MB and implements all Aura effects simultaneously for 55 seconds. Blow skills consume 75 to improve death because attacks up to 10 enemies in 250% damage 12 times. Increases the critical rate by 50%, ignores the Monster DEF+50% and can be on/off. Cooldown: 150 seconds [Kiniesis] Mental tornado: unleashes the power of psychokinesis to produce a tornado with objects around you to attack enemies. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 15 mental points to attack up to 15 enemies at 520% increments 4 times for 20 seconds. An object periodically grows forward when the skill ends or is retried. The molded object attacks up to 10 enemies in 203% damage 2 times and then explodes to attack 10 more enemies in 360% damage 10 times. The final damage increased up to three times the size of the object. Cooldown: 120 seconds [level 25] consumes 15 medium points to attack up to 15 enemies at 1000% increments 4 times for 20 seconds. An object periodically grows forward when the skill ends or is retried. The molded object attacks up to 10 enemies in 275% damage 2 times and then explodes to attack 10 more enemies in 600% damage 10 times. The final damage increased up to three times the size of the object. Cooldown: 120 seconds [Canna] Yuki-onna summons: a winter wind summons known as yuki-una. Yuki-una helps Kana attack enemies and encourages her spiritual abilities. Yuki-una's attacks do not affect enemies in the state of reflection of the damage. [Level 1] Cost of Spiritual Power: 40. Subpoena For 20 seconds. Yuki-una helps Kana in battle, attacking up to 8 enemies in 310% damage 6-8 times. Reduces canna's spiritual power cost by 50% and restores 2% of its HP with each attack for 21 seconds. Cooldown: 90 seconds. [Level 25] Cost of Spiritual Power: 40. Yuki-una assists Kana in battle, attacking up to 8 enemies with 550% damage 6-8 times. Reduces canna's spiritual power cost by 50% and restores 2% of its HP with each attack for 45 seconds. Cooldown: 78 seconds[Animal Tamer] Fee champion: Animal friends of the beast drum join forces to attack the enemy. Pressing the skill button will repeatedly carry out a joint attack, with the latest animal member unleashing a powerful special attack. You can use the directional keys during skill to determine which animal will claim the final strike. [Level 25] MP Cost: 1000, four anime friends of an instructive animal attack the enemy in sequence. Cooling: 60 seconds. Lai - Normal Attack: Attacks 8 enemies 3 times dealing 750% damage. Special Attack: Attacks 8 enemies 6 times dealing 700% damage. Enemies fly, face the same damage and other enemies they touch. Fortress - Normal Attack: Attacks 6 enemies 2 times dealing 1125% damage. Special Attack: Attacks 4 enemies 3 times dealing 1300% damage, then attacks 1 enemy 8 times dealing % damage. Eka - Regular Attack: Attacks 8 enemies 10 times dealing 325 damage. Special Attack: Attacks 15 times over a large range 10 times, dealing 350% damage. Arby - Regular Attack: Attacks 8 enemies 1 time dealing 1300% damage. Special Attack: Occasionally attack 8 enemies 4 times dealing 600% damage, creating a tree that reduces the damage caused by nearby allies by 40%. Tree Duration: 75 seconds[Arc] Arrow-driven description: Summoning a soul arrow that chases enemies. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 350 MP to create a soul arrow around you for 20 seconds. Arrow attacks one enemy in 260% damage 30 times in combat mode. Cooldown: 20 seconds [level 25] consumes 350 MP to create a soul arrow around you for 20 seconds. Arrow attacks one enemy in 500% damage 30 times in combat mode. Cooldown: 20 seconds [Bowmaster] Rain Arrow: Arrows fall like rain from the sky. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1000 MB to create an arrow rain zone at 5-second intervals for 2.5 seconds during attack and increase damage by +27% for 65 seconds. Arrows attack up to 15 enemies at 260% damage 5 times at regular intervals. Cooldown: 120 seconds [level 25] consumes 1000 MB to create an arrow rain zone at 5-second intervals for 2.5 seconds during attack and increase damage by +27% for 65 seconds. Arrows attack up to 15 enemies at 500% damage 5 times at regular intervals. Cooldown: 120 Seconds [Archery] Real Underwuff Description: Take Aim and fire at enemies. Can harm enemies in countries ignored attacks and reflected damage. Use your mouse to control the attack and right-click to undo the skill. [Level 1] consumes 1000 MP to shoot arrows 6 times, that deal 1248% critical damage to 12 enemies 9 times. The damage increased by 15% to 100% based on the distance from the center of the target range. Ignores +100% monster DEF. Can shoot arrows aiming for up to 12 seconds and will become undefeated for 2 seconds after the deliberate offensive duration and skill ends. Cooldown: 180 seconds [level 25] consumes 1000 MP to shoot arrows 7 times, that deal 2400% critical damage to 12 enemies 9 times. The damage increased by 15% to 100% based on the distance from the center of the target range. Ignores +100% monster DEF. Can shoot arrows aiming for up to 12 seconds and will become undefeated for 2 seconds after the deliberate offensive duration and skill ends. Cooldown: 180 seconds [wind breaker] howling loathing: Summons a violent gust of wind to punish enemies. Consumes all wind energy upon summons and improves wind gusts in relation to wind energy. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 500 mega-persons. You can get 1 wind energy up to 2 every 20 seconds. Using 1 wind energy attacks up to 10 enemies in 260% damage 3 times for 10 seconds and using 2 wind energy attacks up to 15 enemies in 624% damage 3 times. [Level 25] consumes 500 mega-persons. You can get 1 wind energy up to 2 every 20 seconds. Using 1 wind energy attacks up to 10 enemies in 500% damage 3 times for 10 seconds and using 2 wind energy attacks up to 15 enemies in 1200% damage 3 times. [Mercedes] What are you doing here? Thorough Ghost Description: Remaining after pictures of ghosts attack enemies. This skill does not affect enemies in damage reflection mode. [Level 1] MP Price: 1000. Can attack enemies up to 3 times using the same afterimage skills for 41 seconds. Casting chance: 90%, -20% at a time from the next attack. The casting chances of the Ishtar ring are 50%. Creates winds to attack up to 10 enemies in 465% damage 8 times for 10 seconds, combined skill reduces Cooldown by 1 seconds. Cooldown: 150 seconds [level 25] MP Cost: 1000. Can attack enemies up to 3 times using the same afterimage skills for 65 seconds. Casting chance: 90%, -20% at a time from the next attack. The casting chances of the Ishtar ring are 50%. Creates winds to attack up to 10 enemies in 825% damage 8 times for 10 seconds, combined skill reduces Cooldown by 1 seconds. Cooldown: 150 seconds [Wild Hunter] Jaguar StormDescription: Summoning a pack of Jaguars through cries of souls. [Level 1] consumes 1000 MP to summon 6 Jaguars you've captured, except for one of your current choice in a certain range for 30 seconds. Cooldown: 125 seconds [thief] and Neon BurstDescription: Damage poisoned enemies by blowing the venom inside their body and passing it on to neighboring enemies. [Level 1] MP Cost: 300, uses 12 enemies' DoT damage to deal with all the damage getting during dot duration on them at once until the DoT ends. It also does 465% more damage. +15% final damage in enemy DoT. DoT of the enemies that caused the explosion transported 10 enemies nearby. Cooldown: 8 seconds [passive effects: Attacks have a 50% chance of increasing 166% DoT every 1 seconds lasting 8][Level 25] MP Cost: 300, uses 12 enemies' DoT damage to deal with all the damage dot gets during DoT duration on them at once until dot ends. It also deals with 825% 5 times the damage. +15% final damage in enemy DoT. DoT of the enemies that caused the explosion transported 10 enemies nearby. Cooldown: 8 seconds [passive effects: Attacks have a 50% chance of increasing 310% DoT every 1 seconds lasting 8] [Night Lord] Spread Throw: Throws daggers in all directions for a set period. Does not affect Shadow Partner[Level 1] consumes 1000 MP and imposes throw skills at once in all directions for 31 seconds. Square star: 3 directions. Cooldown: 180 seconds [level 25] consumes 1000 MP and imposes throwing skills at once in all directions for 55 seconds. Square star: 3 directions. Cooldown: 180 seconds [Shadower] Resulsbly attack: Teleports to the enemy and cuts off the enemy. [Level 1] consumes 300 mega-persons. Charges ahead and attacking up to 10 monsters at 740% 6 times. Critical rate +25%, Ignore +100% Monster DEF. Heading towards the pressed direction key. Can attack enemies up to 4 times. Cooldown after the first attack: 60 seconds, but 2-4 attacks can be made. [Level 25] consumes 300 mega-persons. Charges ahead and attacking up to 10 monsters at 1220% 6 times. Critical rate +25%, Ignore +100% Monster DEF. Heading towards the pressed direction key. Can attack enemies up to 4 times. Cooldown after the first attack: 60 seconds, but 2-4 attacks can be made. [Double Blade] Storm-Description Blade: Makes a quick slash at enemies before you with a secret technique of the secret flower garden. Allows you to move during the attack. [Level 1] consumes 20 MP to attack up to 10 enemies in 520% damage 8 times. Deals 360% damage on 10 enemies on the front lines with 5 attacks in a row for up to 10 seconds. Ignoring +100% Monster DEF. Cooldown: 90 seconds [level 25] consumes 20 MP to attack up to 10 enemies in 1000% damage 8 times. Deals 600% damage on 10 enemies on the front lines with 5 attacks in a row for up to 10 seconds. Ignoring +100% Monster DEF. Cooldown: 90 seconds [Xenon] Mega A powerful energy beam. [Level 1] consumes 1000 MP to attack up to 15 enemies in 310% damage 6 times to 5 seconds. Invincible while the skill lasts. Hold the skill key to load the skill. The duration of the attack increases by one second every 5 seconds of the loaded time to 5 seconds. The attack can be aborted immediately when skill is used again. Cooldown: 150 seconds [level 25] consumes 1000 MP to attack up to 15 enemies in 550% damage 6 times to 5 seconds. Invincible while the skill lasts. Hold the skill key to load the skill. The duration of the attack increases by one second every 5 seconds of the loaded time to 7 seconds. The attack can be aborted immediately when skill is used again. Cooldown: 150 seconds [night treadmill] Spear Shadow: Shadow on the ground becomes a spear and attacks enemies. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1,000 mega-persons. Dark attacks besides a shadow spear create shadow pieces on the ground for 51 seconds. Shadow pieces make shadow spears attack up to 8 enemies in 156% damage 4 times. If there are a certain number of shadow pieces when shadow spears are cast, they become giant shadow spears that attack up to 12 enemies in 620% damage 6 times. Cooldown Giant Shadow Spear: 3. Cooldown: 180 seconds [level 25] consumes 1000 MP. Dark attacks besides a shadow spear create shadow pieces on the ground for 75 seconds. Shadow pieces make shadow spears attack up to 8 enemies in 300% damage 4 times. If there are a certain number of shadow pieces when shadow spears are cast, they become giant shadow spears that attack up to 12 enemies in 1100% damage 6 times. Giant Shadow Spear Cooldown: 3. Cooldown: 180 seconds [Phantom] JokerDescription: Scatter a stack of cards and try your luck with the last card. Allows you to move slowly during the attack. [Level 1] consumes 1,000 mega-persons. Throws forward multiple cards to attack at 249% damage 1 times at regular intervals up to 6 seconds. Reduces damage by 15% of attacks including those draining HP based on HP Max. Carte Blanche/Carte Noire are not as established as joker. All party members get amateurs by drawing a card for 30 seconds after you stop the attack, invincible when drawing a card. Cooldown: 150 sec Red Cross: Increases 10% MAX HP and cycle 1% maximum HP/MP from time to time To life tree: Reduces 5% damage from enemy attacks including those draining hp based on HP Max and increase 10 durability abnormal condition. Sandglass: With the exception of the skills not affected by Cooldown reset effects. Cooldown's other skills quickly drop by 20%Sharp Sword: Final Damage +1%Joker: Getting All Amateurs At Once [Level 25] consumes 1000 MP. Throws forward multiple cards to attack at 465% damage 1 times at regular intervals up to 7 seconds. Reduces damage by 15% of attacks including those draining HP based on HP Max. Carte Blanche/Carte Noire are Cast as joker. All party members get amateurs by drawing a card for 30 seconds after you stop the attack, invincible when drawing a card. Cooldown: 150 sec Red Cross: Max HP +15%, HP Max/MP Periodic Recovery: 2%Tree of Life: Reduces 7% damage from enemy attacks including HP drain ones based on HP Max and increase 22 abnormal condition resistance. Sandglass: Excluding the skills that are not affected by Cooldown reset effects, Cooldown's other skills quickly drop by 28%. Sharp Sword: Final Damage +5% Joker: Getting all the amateurs at once [Pirate & Xenon] Loaded cubes Will answer: throw another die one when you roll lucky cubes and fix the stains on one die as you wish. Can choose a point about dying with a number key after casting the skill. The class without lucky cubes can skillfully use lucky cubes and roll dice that shows your selection number. [Level 1] MP cost: 1000, can choose a place on die. Cooldown: 10 seconds [Passive Effects: ATT +11][Level 25] MP Cost: 1000, can choose a point about dying. Cooldown: 10 seconds [passive effects: ATT +35] [Viper] Transformative: Transforms yourself into Superman and sets up a powerful attack. When you change, you can enter the same direction key twice to beam and use the energy father and attack nearby enemies using the skill again. Through energy does not affect enemies in damage reflection mode, but grants invincibility when used. [Level 1] consumes 1,000 mega-persons, fully charged. Final damage +10% for 51 seconds. Energy Orb can be used periodically up to 2 times. Energy Orb attacks up to 10 enemies in 415% damage 3 times, critical rate +50%, ignores +50% Monster DEF. Cooldown: 180 seconds [level 25] consumes 1000 megapixels, fully charged. Final damage +15% for 75 seconds. Energy Orb can be used periodically up to 3 times. Energy Orb attacks up to 10 enemies in 775% damage 3 times, critical rate +50%, ignores +50% monster DEF. Cooldown: 180 seconds [Captain] Bullet PartyThic: Shoots bullets in all directions. [Level 1] consumes 500 MB/s, attacks 15 enemies nearby with 239% damage 4 times from time to time for 6 seconds. Press the attack key repeatedly to extend the skill duration to 6 seconds. Cooldown: 75 seconds [level 25] consumes 500 mega-option per second, attacks 15 enemies nearby at 455% damage 4 times periodically for 6 seconds. Press the attack key repeatedly to extend the skill duration to 6 seconds. Cooldown: 75 seconds [Master Cannon] Giant Big Cannon Fuser: Huge cannonball shooter. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 500 MP to fire a giant cannon that attacks up to 15 enemies in 465% damage from time to time 4 times. Every 15 seconds one cannonball is ready, up to 3. Cooldown: 3 seconds [level 25] consumes 500 MP to fire a giant cannon that attacks up to 15 enemies in 825% damage from time to time 4 times. Every 15 seconds one cannonball is ready, up to 3. Cooldown: 3 [Striker] What are you doing? Lightning in Thesa: Reunited with Lightning and erasing enemies. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 1000 MP to cast a lightning bolt that attacks at 360% damage 6 times for 30 seconds and transfer it to up to 5 enemies. The damage gradually decreases every time it is delivered. Up to 4 lightning can be cast at the same time. If lightning is cast, it is strong enough to attack at 360% damage 8 times. Cooldown's lightning bolt: 3 seconds. Cooldown: 120 seconds [level 25] consumes 1000 MP to cast a lightning bolt that attacks at 600% damage 6 times over 42 seconds and transfer it up to 5 enemies. The damage gradually decreases every time it is delivered. Up to 4 lightning can be cast at the same time. If lightning is cast, it is strong enough to attack at 600% damage 8 times. Cooldown's lightning bolt: 3 seconds. Cooldown: 108 seconds [EunWol] Windy Concentration: Gets all the spirits into your body and becomes one. Automatic cast attacks do not affect enemies in damage reflection mode. [Level 1] consumes 1,000 mega-persons. Resetting Culdow. The winds in your body are automatically cast in attacking skills once for 30 seconds. The key-down skill lasts three seconds. Wind Attack is Cooldown: 2 seconds. Cooldown: 120 seconds [level 25] consumes 1000 MB. Resetting Culdow. The winds in your body are automatically cast in attacking skills 1 time for 42 seconds. The key-down skill lasts three seconds. Wind Attack is Cooldown: 2 seconds. Cooldown: 108 seconds [mechanic] Options Multiple: M-FLDescription: Summoning state-of-the-art to attack robots. This skill does not affect enemies in damage reflection mode. [Level 1] consumes 750 MP to fire a glove cannon and missile for 121 seconds and summon an attack robot. Glove Cannon: Attacks up to 8 enemies in 208% damage 6 times in a certain range. 1.5. Missile: Fires 3 missiles in a row to attack 12 enemies in 360% damage 8 times. Cooling: 8 seconds. Absorbs the damage done and disappears if the damage from the moment you take enemy attacks is greater than 90%. Cooldown: 450 seconds [level 25] consumes 750 MP to fire a glove cannon and missile for 265 seconds and summon an attack robot. Glove Cannon: Attacks up to 8 enemies at 400% damage 6 times in a certain range. 1.5. Missile: Fires 3 missiles in a row to attack 12 enemies in 600% damage 8 times. Cooling: 8 seconds. Absorbs the damage done and disappears if the damage from the moment you take enemy attacks is greater than 90%. Cooldown: 450 seconds [Angelique Buster] BurstDescription Enemy: Long overdue mysterious energy. [Level 1] lasts up to 30 seconds and explodes when the skill ends up attacking up to 15 enemies in 620% damage 12 times and energy time of invincibility for 10 seconds. Increases energy power up to 2 levels with mysterious power generated from attacking enemies with the skills except Soul Buster. The final damage at every level increases 100%. Can finish the effect manually using the skill again. Cooldown: 100 seconds [level 25] lasts up to 30 seconds and explodes when the skill ends attacking up to 15 enemies in 1100% damage 12 times and energy time of invincibility for 10 seconds. Increases energy power up to 2 levels with mysterious power generated from attacking enemies with the skills except Soul Buster. The final damage at each level increases by 100%. Can finish the effect manually using the skill again. Cooldown: 100 Seconds [Strain] Fiery Dragon Storm: A fiery storm inroaming with the power of a dragon draws enemies to its center. The dragon's power, when released, attacks a wide area, causing damage that increases the proportion to the storm's cumulative damage. The fiery dragon storm does not affect enemies in damage reflection mode. [Level 1] MP Price: 1000. Creates a fiery storm that continues to stun up to 8 enemies and periodically causes 500% damage to them. Duration: 10 seconds. Let the storm expire naturally, or re-use this skill to unleash the dragon's power, attacking a 660% wider area of damage. This damage in an effective area increases by 20400% relative to the damage your allies have caused to enemies within the storm's range. Cooldown: 120 seconds. [Level 25] MP Cost: 1000. Creates a fiery storm that continues to stun up to 8 enemies and periodically causes 1460% damage to them. Duration: 10 seconds. Let the storm expire naturally, or re-use this skill to unleash the dragon's power, attacking a wide area in 1980%. This damage in an effective area has increased by up to 30000% relative to the damage that your allies have caused on the enemies within range of the storm. Cooldown: 120 seconds [Jet] Gravity Crush: Powerful singularity draws enemies. The explosion of uniqueness causes significant damage over a large distance, mitigation of the damage caused while the target was affected by the singularity. Gravity Crush does not affect enemies in damage reflection mode. [Level 1] MP Price: 1000. Creates a singularity that attracts and stuns up to 8 enemies and periodically causes them 500% damage. Singularity duration: 10 seconds. Let the singularity expire naturally, or use this skill again to unleash a unique explosion, attacking a wide area in the unique range. Cooldown: 120 seconds. [Level 25] MP Cost: 1000. Creates a singularity that attracts and stuns up to 8 enemies and periodically causes them 1460% damage. Singularity duration: 10 seconds. Let the uniqueness wear off naturally, or use this skill again to unleash a unique explosion, attacking a wide area in 1980% damage. This damage in an effective area has increased by up to 30000% in For the damage your allies will win enemies within the range of uniqueness. Cooling down: 120 seconds. Meet matrix V's new skill system. Choose the skills you want to use, combine skills to increase impact, or improve existing skills to their full potential, all with V Matrix's new skill system introduced with Work Update 5! NOTE: GMS called it a node, but in KMS/MSEA they are known as Core. You can get Cores from opening core gemstones. Core gemstone can be obtained from monsters manhunt around the Arcane River. As you progress to work 5 level 200 you can open 4 slots. As you level up, all 6 levels will open slot 1. Core gemstones can be experimented with. Let's take a look at the V Matrix skill system user interface, left, all your active cores are equipped and on the right is shown the Active Core Skills description. Just

updates in the future. You can purchase Core Vs by collecting core gemstones, which descends through monsters in the Arcane River region. Opening a core gemstone can achieve random Core.Buff V duration,Cooldown Reduction and Cooldown Reset do not affect work skills and 5.V core types are separated by colors to show their different group. They are divided into:Core Skill (Blue): Learn new core protection skills (gray): Improves existing special core skills (purple): Achieve special abilities when you provide its kernel-skill mode (blue): Learn new skillsAll cores skill can rise to level 25.Improved core (gray): Improves existing skills you can improve existing 1st~4 work and Hyper skills using these cores. All enhanced cores will affect 3 existing skills, which consist of base skill + 2 Skills.All enhanced cores can rise to level 50.On hitting level 20/40/50 of improved skills, you will get additional effects for the appropriate skill. Level 20: Monster Hit Count: +1 (doesn't apply to some skills)Level 40: Overlooked defense: +20%Level 50: Boss +20% After being equipped with Matrix V, they will all stack together and increase skill level and individual skill enhancements. Special Core (Violet): Get special abilities when you provide the condition to special cores are skills that will work whenever a particular condition is met. All classes can learn these special skills. Only one special core can be equipped with the V Matrix system. All special cores can rise to level 1, so they cannot be upgraded/enhanced. All special core skills will expire within a certain day upon receipt. How to improve, disassemble and Kraft V cores? Talk to V Core Master, NPC Acelle on the road of disappearance or NPC Lyon in the Cho Choo Island region.Combine the same type of V Cores to improve them to the next level! You can also dispel V-cores to achieve Core Pieces V, which can be used to V Cores.Right and press core to improve/disassemble cores. Disassemble Core V (for Level 1 V Core): Core Skill: 40 Core Core PiecesEnhanced Core: 10 Special Core: 50 core pieces collect core V pieces and you can design the skill of your choice using Matrix V creation mode! Use the search bar function in V Matrix to search for your skill for your own convenience! Note that when you type skill names, it is case sensitive. Craft V Core:Core Gemstone: 35 core pieces required For core weight: 140 core pieces required core: 70 core pieces required core: 250 core pieces required Matrix V guide for ZeroSince I game zero, here's a guide to zero. Alpha Enhanced Cores will eventually improve the skills of beta, for example: Moon Strike Lv 10, your rising slash will also be Lv10. You can replace all the Cores you feel best to improve your training or boss experience. It is recommended to have an improved core which can stack up to each other. I split them into primary and second V cores for zero, so you can follow the guide below to maximize all skills effectively. Main V cores for ZeroAll Cores stacks, so in reference to break down I will get the following on my V Skills tab. Decent Sharp Eyes [Level 1] (Optional)Pearce Impulse: +93% [Level 31]Spin Cutter: +62% [Level 31]Rolling Cross: +62% [Level 31]Rolling Assault: +64% [Level 32] Storm Break: +62% [Level 31]Break Limit [Level 1] (Mode) Tip: You can also replace decent sharp eyes (a common skill core for all jobs) with other common skill cores like decent speed transfusion (common skill core for all jobs) to increase your attack speed. Always remember to replace Cores that you feel best to enhance your training/boss experience. Secondary V cores to ZeroAll Cores stacks, so with respect to the fracture below I will get the following on my V Skills tab. Decent Sharp Eyes [Level 1] (Optional)Moon Strike: +87% [Level 29]Flash Assault: +62% [Level 31]Wind Cutter: +64% [Level 32]Wind Strike: +68 [Level 34]Shadow Rain: +54% [Level 27]Break Limit [Level 1] You can also replace decent sharp eyes (a common skill core for all jobs) with other common skill cores like decent speed transfusion (common skill core for all jobs) to increase your attack speed. Always remember to replace Cores that you feel best to enhance your training/boss experience. A conclusion for V Matrix Skill System V Matrix Skill System is a very powerful system to improve your character. With the right combination and level of cores, your character can handle double the amount of damage compared to other players. Improved cores are recommended. In this case I have around 16 moon enhanced strike cores, but within the 16 moon enhanced strike cores second and third row skills are not the oneS I want. So I'm going to store it until I have it that I feel like it can stack with my active cores, only then will I combine it. As for other jobs, combine enhanced cores with skills on which you depend heavily. You can play with enhanced cores which can be tailored to your needs, making sure they stack with each other so you can maximise them effectively! Tip: Don't break down cores which you think are useful for your character, as you are level up and you will unlock additional slots to equip them so you don't have to swap like me. To help you reach your true potential faster, the EXP required to reach level 200, where 5 job skills are activated, has been permanently reduced by as much as 30%! The road to infinite character growth is easier than ever. Unlock the true power of your maple hero with the V.With the removal of the damage cover, the sky is the limit. Now you can grow your character to be stronger than you ever imagined and become a hero of Maple Legends! EXP required for level 65~200 has been reduced. The revised EXP table starts with slight EXP differences required from level 65 or later. From level 120 onwards, you can enjoy up to 10% drop in EXP compared to the current! From 160 to 200, you can enjoy exp reductions of up to 30% compared to current! With the addition of your new power skills, put your power to the ultimate test in the Arcane River, a whole new continent for level 200 or higher players. The addition of the Arcane River continent adds three massive new areas (Highway of Magoz, Cho Cho Island and Lacheln, City of Dreams) each with its own exciting and unique storyline, monsters, rewards, amazing new equipment and mysterious high-class items! A combination of all worlds beyond the boundaries of time and space... With a gust of wind scattered in the river... Waiting at the end of this river lies the black thyst... Your power test on the Mystery River begins with the first new area, the Disappearing Road. After completing your work progress 5, you will find yourself in front of the present gate leading to the mysterious frozen road. Through the disappearance Where dimensional cracks open up mystical space. It is a lonely place where all existence is on the brink of extinction, heavy cosmic silence fascinating the player who may struggle to survive. Requirement: Lv. 200 and above, must complete the progress of the 5th Arkana River: A Road of Disappearance can be accessed from a temple of time: three-door lane time.Daily tasks will be locked down after completing story missions, which rewards the way of mysterious symbols disappearing.A road of mysterious vanishing symbols can also be obtained from monsters around the Vanishing Road. Choo Cho Island is a forest world full of crazy wildlife. Players can encounter giant animals and be moved by any vig vigorousness around themselves. Use your new power to help a friendly village! Exploration of the mysterious river continues with the introduction of Cho Cho Island, a colorful new tropical paradise. Help the residents defeat the evil that attacks their village by building their greatest property – a hungry creature made of rock! Once his stomach is full, he's an unstoppable force protecting the island. Requirement: Lv. 210 and above, must complete the mysterious river: a way of stuttering missions to the Arkana River: Chew Island can be accessed from jumping down the road of disappearance - Cave of Rest: Fog Fall.Chew Island Mysterious symbols can be achieved from the daily search for hungry party motto and thrown monsters to Choo Tsu Island. Hungry Motto Party Quest Review1~4 Party MemberThe staring of the party search: 10 minutesClear 3 times a day (don't count if you leave the party during party search)Rewards for normal statuses Rank: 3 mysterious icons + EXP (cleared within 5 minutes)Rating: 2 mysterious icons + EXP (cleared within 8 minutes)B Rating: 1 P (cleared within 10 minutes)Rewards for difficult situations Ranking: 5 mysterious icons + EXP (cleared within 5 minutes)Rating: 4 mysterious icons + EXP (cleared within 8 minutes)B Rank: 3 mysterious icons + EXP (cleared within 10 minutes) Hungry Moto Side Quest Guide collecting all the necessary ingredients within cooking time.Complete the ingredients before the yellow bar reaches a red bonus line You can only collect one ingredient at a time. If you have 10 slippery feathers and you plunder 1 soft back skin, 10 slippery feathers will be lost. If you are unlucky you may get a mysterious recipe which requires you to look for the ingredients. But don't worry, I have the recipe list below to help you! Lacheln Hungry Moto Recipes List is a city of dreams sponsored by a lucid commander. Lucid, who uses her power to control people's dreams, makes sure citizens celebrate 24/7, making Lachlan a stage for never-ending festivals. Something strange about this spectacular, colorful city... People seem to be hallucinations. You should find out more about this. Can be lucid to be The strong boss of this area? Requirement: Lv. 220 and above, must complete the mysterious river: Chew Island questsArcane River: Lacheln CityBoss Illusion - LucidLevel 200 Equipment: Arcane ShadeLacheln Arcane symbol can be obtained from Lacheln monsters. Looks can be deceiving. Watch out for the new boss, the hardest in Maple History – Lucid: Master of Nightmares. Is your hero up to the challenge? Step 1: 230 Throne: 14,500,000,000,000MP: 100,000EXP: 30,000,000Knockback: 1,000,000,000 Attack Against Horses: 22,000 Magic Attack: 24,000 Fusion: Stationary Mysterious Force Reloaded: 360 Step 2Lala: 230HP : 14,500,000,000,000MP: 100,000EXP: 30,000,000Knockback: 1,000,000,000 Attack against van: 22,000 Magic attack: 24,000 Speed: 5 (flying) Mysterious force Recommended: 360 mysterious icons review Arcana symbols can only be obtained from the Arcane River (Road of Magoz, Cho Island and Lou Lachlan). A mysterious symbol increases the statistics and mysterious power of your character. Example: Warrior Class (STR), Wizards Department (INT), Xenon (STR, DEX, LUK), Breast Avenger (HP). The monsters found in the mysterious river are much harder. If your mysterious power is lower than that of the monsters, your damage on the Arcane River monsters will diminish while your damage from them intensifies. You can strengthen your mysterious power by peeling off your mysterious symbols. You can hover around the world map to view the mysterious power of the map. Mysterious force for all mysterious river areas as follows:★ 30: Road of Disappearance - Abyss Lake★ 50: Road of Disappearance - Flame Zone★ 80: Road of Disappear - VAT Rest ★ 100: Chew Cho Island - Garden/Forest★ 130: Chew Chew Island - Air Valley★ 160: Chew Island - Mt. Sky Whale★ 190: Lacheln - Back Alley★ 210: Lacheln - Night Market/Ballroom★ 240: Lacheln - Clock Tower★ 360: Hidden Maps You can equip up to 3 mysterious symbols in a mysterious equipment slot:Mysterious River: The road of the Arcana River is gone: Chew IslandArcane River: LachelnMaximum level of mysterious symbol is 15. When the mysterious symbol reaches the maximum level, it can no longer be evened. At the maximum level for all 3 mysterious symbols you will get the following statistics:Regular Classes - Mysterious Power: +510, Stats: +5100Xenon - Mysterious Power: +510, STR, DEX, LUK: +1989Nukmon - Mysterious Power: +510, HP: +86100 Combine mysterious symbols of the same type to get EXP on them, and eventually use mesos to improve them to the next level. Detailed chart and mysterious icon as follows: How to get mysterious icons? All mysterious symbols fall from monsters around the Arkan River with a very low drop rate. Guide down on how to get a mysterious symbol daily. Mysterious icon: VanishingCan's way has been achieved from daily missions to a mysterious river: a way of disappearing monsters. You will receive a total of 5 tasks per day. Every journey you complete reward you 1 mysterious icon: the way of vanishing.Complete all Daily missions will reward you with 3 another mysterious symbol: Vanishing.Total's Way of Mysterious Symbol: Road of Disappearance for the Day: 8 Mysterious Symbol: Cho IslandCan Cho can obtain from the party search for a mysterious river hungry motto: chew chewed island monsters. Hungry Muto Party Quest (Guide to the Party Journey above)1~4 Party MemberThe staring of the party journey: 10 minutesClear 3 times a day (don't count if you leave the party during party search)Rewards for normal statuses Rank: 3 mysterious icons + EXP (cleared within 5 minutes)Rating: 2 mysterious icons + EXP (cleared within 8 minutes)B Rating: 1 Arcane Logo + EXP (cleared within 10 minutes)Rewards for difficult situations Rank: 5 mysterious icons + EXP (cleared within 5 minutes)Rating: 4 mysterious icons + EXP (cleared within 8 minutes)B Rank: 3 mysterious icons + EXP (cleared within 10 minutes) Mysterious icon: LachelnCan can only be achieved from the Arcane River: Monster Lacheln. Note: GMS called it a mysterious ombre, but at KMS/MSEA they are known as Mysterious Shadow. Mysterious Shadow Weapon: Main/Secondary Statistics: +100, Ignore DEF: +20%, Boss Damage: +30%, Charm: +200, Slot: Shadow Cap 8Arkana: DEF: +600, Weapon/Magic ATT: +7, Main/Secondary Statistics: +65, Ignore DEF: +15%, Magic: +200, Slot: 11 Mysterious shadow that includes: DEF: +500, Weapon/Magic ATT: +9, Main/Secondary Statistics: +85, Ignore DEF: +10%, Magic: +200, Slot: 12 Arkon Shadow Gloves: DEF: +250, Weapons/Magic ATT: +9, Main/Secondary Statistics: +40, Charm: +200, Slot: 7 Tablespoon Arkken Shadow: DEF: +450, Weapon/Magic ATT: +6, All Stats: +35, Magic: +200, Slot: 7 Arkan Shadow Shoes: DEF: +250, Weapons/Magic ATT: +09, Main/Secondary Stats: +40, Speed +10, Jump +7, Magic: +200, Slot: 7Arcane Shoulder Shadow: DEF: +300, Weapon/Magic ATT: +20, All Stats : +35, Magic: +200, Slot 1 Set Bonus Effect: 2 Set Bonus: WEAPON ATT: +30MJIC ATT: +30Max HP: +2000Max MP: +20003 Set Bonus: WEAPON ATT: +35All Stats: +50 4 Bonus Set:ATT Weapon: +40 ATT Magic: +40Weapon DEF: +400Ignore Monster DEF: +400 10 % 5 Set Bonus:ATT Weapon: +30 ATT Magic: +30Damage on Monsters Boss: +30%6 Bonus Set:ATT Weapon: +30 ATT Magic: +30 HP Max: +30%Max MP: +30% 7 Set Bonus:ATT Weapon: +30MJIC ATT: +30Ignore Monster DEF: +10% How to get mysterious shadow equipment? Mysterious river water drop stones drop from monsters around Lacheln with very low drop rate (even lower drop rate than mysterious symbols)Butterfly wings water drop stones can be obtained from defeat Lucid.Exchange pantama currency from NPC Kanto in Lachel City Area n.1 Pantsema Coin requires 10 mysterious river water drop stone 1 butterfly wings water drop Stone.Fanstasma coins can be used to purchase Arcaneshade equipment from NPC Didimo in the Lacheln city area. Mysterious Shadow Scroll Lucky Item (4 Coins Fanstasma)Mysterious Shadow Extract (20 Coins Fanstasma)Mysterious Shadow Weapon (24 Coins Fanstasma)Mysterious Shadow Shoes (16 Coins Fanstasma)Mysterious Shadow Gloves Fanstasma Coins)Mysterious Shadow Clot (16 Fanstasma Coins) Character Statistics UI RevampIn Section Detailed Statistics, The damage range can rise to 99,999,999.Your final damage will now be reflective in your damage range. In the detailed statistics section, you can also see the breakdown of your damage as follows. Damage to jasmine boss damage. Critical damage and max. Minimum and maximum RevampCritical critical damage has been removed and critical damage replaced. Magic Protection has been removed. Accuracy removed. Avoidance removed. The data mentioned above has been replaced by others in the following areas:PotentialBonus PotentialAbilityCharconsumables General, critical hits will face additional damage of 20%~50%. With critical damage (%) Stats, you can increase that range. Angelique Buster's star gauzer skill can now be stacked with sharp eyes. Resistance to revampStatus resistance mode will now reduce the duration of the condition effects by a certain percentage instead of allowing immunity to the effects of the condition. Hovering over the status resistance statistics will show how much % will have the duration of an abnormal state effect and will be reduced. The maximum limit for status resistance is now 500.Monsters' can ignore status resistance removed. The hero's Will skill can now release additional situation effects. The skill of monsters to cope with deadly abnormal status has had its duration decreased and their cooldowns greatly increased. Monsters will no longer use the abolition of bandanas. RevampPhysical Protection differs from Defense.The maximum protection limit is now 99,999.Characters cards that give physical protection have been changed to other statistics. The magical defense was removed, and monster attacks magical features were removed. Character skills, internal abilities, character cards, equipment, additional equipment/potential potential and other options (flame statistics) have been changed accordingly. In the detailed stats section, magic protection has been removed. Elimination rate of statistics related to RevampHit, accuracy and avoidance have been removed. Character skills, internal capabilities, character cards, equipment, additional equipment/potential potential and other options (flame statistics) have been changed accordingly or removed. The evasion rate will work the same, but character skills, internal abilities, character cards, equipment, additional equipment/potential potential and additional options (flame statistics) have been changed accordingly or removed. Elimination rate depending on the difference between the monster level and your character level has been removed. However, now your damage will be reduced by the same ratio. In the Detailed Statistics section, physical/magical accuracy and physical/magical avoidance has been removed. Ignore changes to DEF statistics When maximum cap damage is removed In this fix, Ignore DEF Modified to track that of KMS (reduced rate when stacks options). This change is essential to the standardization between Korea's MapleStory service and another maplestory service. Monster EXP Lesson RevampYou will now get more EXP from monsters close to your character's level. You will enjoy a full exp amount of monster up to a level difference of 10.You can enjoy up to 105% EXP if the monster level of your character is between 5~9 levels! You can enjoy up to 110% EXP if your figure level at monster level is between 1~4 levels! When defeating monsters at a certain level higher or lower than your figure, EXP and mesos will get lowered relative to the level difference. If your character level is higher than the monster by 11 or higher, your EXP gain will gradually decline. If your character level is lower than the monster by 11~20, your EXP space will gradually decrease. If your character level is lower than the monster by 21 or higher, your EXP space will greatly decrease. This change does not apply to bosses. Invincible Skills RevampCertain Monster Skills that can ignore invincible skills will no longer be able to do so. Monster Bind Skills RevampMost Monsters that can resist bind skills can no longer do so. However, resistance monsters for the duration of the bond have been increased. Some union skills will now do damage before they bind an enemy. Avengers demon RevampHP statistics from top balance, job promotion, AP investment and equipment have been reduced by 50%. However, each HP point will now increase your damage range twice as much. For this, certain breast avenger skills have been adjusted. With the damage cover removed, the sky is the limit. Now you can grow your character to be stronger than you ever imagined and become a hero of Maple Legends! The damage cover has been removed! Detailed Stats window:The damage range will now show up to 99,999,999 Max Damage Deal will now show up to 10 millionSkills increase damage quota modified:Buster Angelique: Final Film - Overwhelm changed to final ribbon - improvement.Final film of damage increase from debuff increased by 20%. Demand level: 168 March Also sage (fire, poison): Fog outbreak - limit break changed fog outbreak - Strengthening.Fog outbreak damage increased by 10%. Demand level: 155Marksman: Sniping - break limit changed to snipe - Rush.Sniping boss's damage to bosses increased by 10%. Demand level: 195Shadower: Assassination - Pause border changed to assassinate - DEF's Guardbreak.Assassinat ignored increased by 10%. Level requirement: 195 additional options will now be displayed separately on the equipment tooltip in green fonts. Hayatou, Canna, ZEN and Beast Tamer classes will now have their own symbols upon completion of their third/fourth job Get The Search Cresst Icon (Lv.60) / Sparkling Cresst Emblem (Lv.100)Kanna: Get the Sakura Symbol (Lv.60) / Sparkling Sakura Emblem (7th) Lv.100)Zen: Get the Dragon Symbol of the Journey (Lv.60) / Golden Dragon Symbol (Lv.100)Zen: Get the Dragon Symbol of the Journey (Lv.60) / Golden Dragon Symbol (Lv.100)Zen 0)Animal Trainer: Get the Search Forest Icon (Lv.60) / Golden Forest Symbol (Lv.100) Zero Classes Will Now Be Able to Grow Lapis And Their Lazuli for level 8 and 9.Requires level 180 and 1 Absolab material to grow from Lapis Lazuli 7 to 8 (these can be bought from Absolab or stigmatising store coins). Requires level 200 and 1 mysterious shadow extract to grow from Lapis Lazuli 8 to 9 (these can be bought from a mysterious shadow store). The user interface has changed! The old interface was messy, and the new design is designed to give a little more control over what's on your HUD. Now you can better manage your character's status and customize quick slots or tabs to best suit your gameplay style. Primary user interface Some of the changes implemented include: duplicate buttons have been cleared and are now classified into different menus.The menus are now reorganized with small mini buttons as follows:Cash ShopEvents: Event List, Daily Gift Property: Character Information, Statistics, Skill, Equipment Window, Inventory Connection: Friend/Blacklist, Party/Boss Queue, Guild, Comment, Maple Chats: Change Channels, Options, HotKey Settings, Exit Game (Character Selection)Menu: Quest, Medal, Monster Collection, Monster Life, Battle Stats, Help, ReportQuickslots can now expand and minimize by pressing the arrow buttons next to quickslots or using a hotkey. Now you can see the cooldown time for skills on your speed if it's less than 60 seconds. The Character Mode window is now adjusted to the center of the screen. This will show your character level, IGN, HP and MP Bars Hover over your IGN area to show the following: MapleID /Global Channel/Class/LatencyThe EXP bar is re-aligned to the bottom of the screen. The Chat window changed, and then a new Combat tab was added. A minimized chat window is now smaller. Players can now resize the chat window horizontally and vertically. Added a fighting tab for the chat window. By clicking on the Fighting tab, it will display information like your EXP/Mesos obtained. Option UI tabs have been added to allow for better classification for different settings. An option has been added to turn the Soul Weapon window on/off. An option was added to display the fighting message in the lower-right corner of the screen. An option whether you want to send the game client data log to developers for performance improvements has been added. The keyboard settings user interface is now separated by color to display their different set of functions. They are divided:Basic ControlsCharacterTalkContentsHotkey Storage is increased by a 14.A hotkey window and soul weapon added. Additional character information hotkey. Change channel hotkey already Quest Notifier UI Fast sliding button in major cities has been increased to be more visible. A content button has been removed, and Icon Notifier has been cleared to be less cluttered. You can now access the following content as follows: Equip improvement by using the Item Inventory Enhancement button or keyboard shortcut. Boss user interface using community user interface or keyboard shortcut. Cross Hunter could now be requiring a hot key. A list of events and a daily gift were passed to the event's Mini Button.Evolution system, the root abyss, the black sky and maple heroes now accessible via Mirrror Mirror.The numbers displayed next to each icon have been removed. You can now hover over these icons to see the number of tasks available. Dimension interface Dimension Dimension dimension of dimensional mirror has been improved. All accessible content is now displayed to give faster navigation.Information such as the required level and rewards will be displayed. Some content can no longer be accessed through the appearance of Dimension.Golden Temple content that can be accessed through the Maple Guide. Ghost Park content can be accessed through a Maple Guide or portal at Korean Folk Town.Cygnus using the Boss user interface. User interface of the world map The user interface of the world map has been slightly adjusted. Button selections for Show Other Worlds and Regions have been removed. You can now see the map of the area by selecting it using a drop-down menu. Maple Guide UI button guide to maple under mini map has been removed to improve the load issue. When you sign in, the Maple Guide window will now appear automatically. When you close it for the first time, you receive a confirmation message. The Maple Guide can be assigned to a hot key. (Default 'U') UI skill link UI skill link has been refurbished to allow simple transfer of linking skills between characters! Now you'll see all your linking skills in the newly owned link skills section of the user interface. You can simply link and unlink skills from this user interface directly. Note, however, that there are still daily limits on each transfer. (Once daily) inventory slots increased to 128 maximum item inventory slot increased to 128! (equip-use-installation-etc.-cash storage) Reducing content level limitPerion in Twilight-related searches will now start at level 180.Party Quest (PQ) required / Changes to recommended levelXerxes of clay- Level required: 110 (Recommended: Level 1 1 0-129)Dimensional brown- Required level: 120 (recommended: level 120-139)Pirate lord- Required level: 130 (recommended: level 130-149)Escape- Required level: 140 (Recommended: Level 140-159)Dragon Rider- Required Level: 150 (Recommended: Level 150-169)Konta in Danger- Required Level: 150 (Recommended: Level 150-169)Kanté In danger- the required level: 160 (recommended: level 160-179)The resurrection of Hublin King- the required level: 170 (recommended: level 170-189)The same jobs can now share their cash store inventory. Researchers (including Zen/Jet)Cygnus Knights Demon & XenonNovaZeroKinesisSengoku LOSS EXP from being defeated removed certain bossesVon Leon (all modes)Arkarium (all modes)Hela (hard)Other Max Stack Count for number of items increased 10xBundle items can now be bought individually or in certain groups. Spacing intervals have been shortened for some monsters on some maps such as Colossus Road West, Dangerous Road Colossus, Colossus East Rd, and some normal Kritias maps (after completing questline) such as Forest Freeze 1-2, Pain Forest 1-5 and Spicy Forest 1-2.NPC Search is now easier as well. Just select the NPC button on the mini-map and right-click the NPC you want to now steer you to their location. (As long as you're on the same map.) Cash store inventory slots were increased for 2000. The imposing restrictions of some boss fights have been adjusted to be less restrictive. It affects: Hard Magnus, Chaos von Bon, Chaos Fire, Crimson Chaos Queen, Chaos Vellum, and Madman Rammaru.Name is now changing instantly an event that allows you to get more mesos as you can see the giant coins and monsters bring down if monsters are killed by Meso Ranger's skills.

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