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## Maplestory heroes of maple act 3 guide

Jul 27, 2016 Summer blockbuster continues with Act 3 of Heroes of Maple, debuting today! The six heroes try to save Maple World from the Black Mage commander, Damien, and his demon army! Mercedes, Aran, Phantom, Luminous, Evan, and Shade must join together to defeat this great evil. In Act 3, the heroes use a powerful airship, the Abraxas, to travel from Maple World to a world unknown to them — the modern city of Seoul! They have to go undercover to fit in, and try to find the location of the hidden Transcendent Stone. Will they be able to find the stone in time? Complete Round 3 and fulfill certain requirements to receive the following medals: Make no mistake when getting the perfect incognito master: It can't bekrading. Medal. Req, what's going on? Lv: 100. STR/INT/DEX/LUK: +4. Avoid lasers without activating a possible circuit breaker mission: It cannot bekrad. Medal. Req, what's going on? Lv: 100. STR/INT/DEX/LUK: +4. You can also get the following prizes only for clearing Act 3 once or twice: Clear Act 3 once Mercedes Cube Chair: Untradeable. Recover 50 HP/MP every 10 seconds. Clear Act 3 twice Heroes Catch-up Kit: Untradeable. Open this box to receive one of the following items randomly: Lip Gloss: Untradeable Mercedes. Consumption. Button: +300. Shade's Espresso: Unstoppable. Consumption. Empathy: +300. Phantom Hand Lotion: Unstoppable. Consumption. Perseverance: +300. Aran Energy Drink: Unstoppable. Consumption. Will: +300. Evan Steamed Potatoes: Unstoppable. Consumption. Insight: +300. Cahkah Hair Spray: Unstoppable. Consumption. Ambition: +300. The final chapter of the exciting Heroes of Maple story will be released later this summer. Be a hero and defend Maple World! Heroes of Maple features dynamic content with updated graphics and film production techniques at MapleStory. Featuring game elements including solving complicated puzzles, deciphering important passwords and planning daring escapes filled with daunting obstacles, Heroes of Maple content is divided into Various Actions. Each subsequent Act will be unlocked as you progress through the story. Heroes of Maple features six heroes trying to save Maple World from Black Mage commander Damien and his demon army! Mercedes, Aran, Phantom, Luminous, Evan, and Shade must join together to defeat this great evil. In Round 1, Evan embarks on an adventure to Slumbering Dragon Island to find the legendary Onyx Dragon, Afrien. However, Evan soon discovers that Damien and his demon army have invaded the island and taken control of the local creatures. Join Evan and his own dragon Mir, as he teamed up with Aran and Shade to find clues about the upcoming threat that will engulf Maple World! Lv. 33 and aboveOverviewIntroducing the first chapter of Heroes of Maple, new content featuring updated graphics and new gameplay Obstacles, puzzle matches, play as your favorite Hero and fight monsters in this epic content. Content is divided into actions, which open as you progress through it. Enemies in Heroes of Maple scale to the character level. This content is best viewed at resolutions of 1024x768 or better. This content features solo instance gameplay, and you can't get into parties. GameplayAccept searches for 'Feelings of Misfortune' from the Heroes of Maple event notifier on the left side of the screen. This will move you to the Conference Pavilion.From here, talk to Moco to access the UI and start Round 1. Evan and Mir have a terrible feeling about Afrien! He may be in danger! Play from Evan's perspective as he and Mir investigate Slumbering Dragon Island to discover the root cause of this feeling. Prize:Destroy 100 ices that can be solved on the maplcebreaker: Unbreakable. Medal. Req, what's going on? Lv: 100. STR/INT/DEX/LUK: +4.Defeat the Spindle twice by landing the final hit with Evan, then choose to finish off the SpindleFinal Hitter: Untradeable. Medal. Req, what's going on? Lv: 100. STR/INT/DEX/LUK: +4.Defeat 400 demon warriors with EvanA Proper Hero: Untradeable. Medal. Req, what's going on? Lv: 100. STR/INT/DEX/LUK: +4.Clear Act 1 onceAran Cube Chair: Untradeable. Recover 50 HP/MP every 10 seconds. Clear Act 1 twiceHeroes Catch-up Kit: Untradeable. Open this box to receive one of the following items randomly:Mercedes's Lip Gloss: Untradeable. Consumption. Charm: +300.Shade's Espresso: Untradeable. Consumption. Empathy: +300.Phantom's Hand Lotion: Untradeable. Consumption. Perseverance: +300.Aran's Energy Drink: Untradeable. Consumption. Willpower: +300.Evan's Steamed Potato: Untradeable. Consumption. Insight: +300.Luminous's Hair Spray: Untradeable. Consumption. Ambition: +300. In Leg 1.5, Evan seeks the help of his friends and allies, Mercedes, Phantom, and



Luminous, asking them to join him and other heroes. Are they ready for Damien? The future of Maple World hangs in the balance. Requirements: Lv. 33 and above. Must have completed Round 1 heroes of Maple.OverviewIn the first half chapter, Mercedes, Luminous and Phantom join in battle with Evan.Demon Slayer meets his brother Damien and ends with an epic conversation. Content is divided into actions, which open as you progress through it. This content is best viewed at resolutions of 1024x768 or better. This content features solo instance gameplay, and you can't get into parties. GameplayAccept searches for 'Feelings of Misfortune' from the Heroes of Maple event notifier on the left side of the screen. This will move you to the Conference Pavilion.From here, talk to Moco to access the UI and start Act 1.5.Play as Evan as he tries to get support from the remaining 3 heroes: Mercedes, and Luminous. Travel the world to talk to the heroes and convince them to join the fight for Maple Survival! This is the Act of 100% dialogue. Depending on the various dialogue options made during the Act, different medals can be obtained. Complete Act 1.5 to receive one of the following medals depends on the choice you make: Focus OnCakhah: Undomted. Medal. INT/LUK: +4.Freud's Leadership: Untradeable. Medal. INT/LUK: +4.Shade's Compassion: Untradeable. Medal. STR/DEX: +4.Phantom's Freedom: Untradeable. Medal. DEX/LUK: +4.Aran's Strength: Untradeable. Medal. STR/DEX: +4.Mercedes's Speed: Untradeable. Medal. STR/DEX: +4. You can also get the following prize only to remove Law 1.5 once or twice: Clear Act 1.5 onceShade Cube Chair: Untradeable. Recover 50 HP/MP every 10 seconds. Clear Act 1.5 twiceHeroes Catch-up Kit: Untradeable. Open this box to receive one of the following items randomly:Mercedes's Lip Gloss: Untradeable. Consumption. Charm: +300.Shade's Espresso: Untradeable. Consumption. Empathy: +300.Phantom's Hand Lotion: Untradeable. Consumption. Perseverance: +300.Aran's Energy Drink: Untradeable. Consumption. Willpower: +300.Evan's Steamed Potato: Untradeable. Consumption. Insight: +300.Luminous's Hair Spray: Untradeable. Consumption. Ambition: +300. In Act 2, Evan –along with Mercedes, Phantom, and Luminous—heads to the Nihal Desert in search of the ruins of an ancient relic, Abraxas. It may hold the key to fighting Damien! The trick is dangerous, and full of traps and puzzles. Will they be able to succeed in their mission? Requirements: Lv. 33 and above. Must have completed Round 1.5 Of Maple Heroes.OverviewIn the second chapter, Mercedes, Luminous and Phantom join in a battle with Evan in search of the giant ruins of Abraxas.Content is divided into several Actions, which are unlocked as you progress through them. Avoid obstacles, match puzzles, play as your favorite Heroes and fight monsters in this epic content. Enemies in Heroes of Maple scale to the character level. This content is best viewed at resolutions of 1024x768 or better. This content features solo instance gameplay, and you can't get into parties. GameplayAccept searches for 'Feelings of Misfortune' from the Heroes of Maple event notifier on the left side of the screen. This will move you to the Conference Pavilion.From here, talk to Moco to access the UI and start Act 2.Help Evan and other heroes explore the ruins in search of the relics of Abraxas, the Beware God! During this law, there are destroyable pots containing various loot. Crushable Pot Prize:Bronze Meso: 1 Meso obtained. Silver Meso: 10 Mesos acquired. Gold Meso: 100 Mesos acquired. Broken EXP Fragment: A small amount of EXP based on your level. Glowing EXP Fragment: Greater number of EXP based on your complete act level 2 and meets to receive the following medals:Destroy at least 70 pots in Act 2Shattering Pot: Untradeable. Medal. Req. what's going on? Lv: 100. STR/INT/DEX/LUK: +4.Skip section with one 3 timesignorant of the Truth: Untradeable. Medal. Req. what's going on? Lv: 100. STR/INT/DEX/LUK: +4.Kill the gatekeeper 3 times or moreOut Of My Way: Untradeable. Medal. Req. what's going on? Lv: 100. STR/INT/DEX/LUK: +4. You can also get the following prizes only for clearing Law 2 once or twice: Clear Act 2 oncePhantom Cube Chair: Untradeable. Recover 50 HP/MP every 10 seconds. Clear Act 2 twiceHeroes Catch-up Kit: Untradeable. Open this box to receive one of the following items randomly:Mercedes's Lip Gloss: Untradeable. Consumption. Charm: +300.Shade's Espresso: Untradeable. Consumption. Empathy: +300.Phantom's Hand Lotion: Untradeable. Consumption. Perseverance: +300.Aran's Energy Drink: Untradeable. Consumption. Willpower: +300.Evan's Steamed Potato: Untradeable. Consumption. Insight: +300.Luminous's Hair Spray: Untradeable. Consumption. Ambition: +300. In Act 3, The Black Mage's commander, Damien, attempts to destroy the Tree of the World. Join Mercedes, Aran, Phantom, Luminous, Evan and Shade, as they use the airship, Abraxas, to travel to the real-world city of Seoul in search of the Transcendent Stone. Requirements: Lv. 33 and above. Must have completed Round 2 of Heroes of Maple.OverviewIn the third chapter, Mercedes, Luminous and Phantom masquerade to the Cosmic Museum in search of transcendent Stones.Avoid obstacles, match puzzles, play as your favorite Heroes and fight monsters in this epic content. Content is divided into actions, which open as you progress through it. Enemies in Heroes of Maple scale to the character level. This content is best viewed at resolutions of 1024x768 or better. This content features solo instance gameplay, and you can't get into parties. Requirements: Lv. 33 and above. Must have completed Act 3 Of Maple Heroes.OverviewIn the last chapter, the truth of Satan and Damien's mother is revealed by Arkarium. The Heroes battle with Damien to save the World Tree.Avoid obstacles, play as your favorite Hero and fight monsters in this epic content. Enemies in Heroes of Maple scale to the character level. This content is best viewed at resolutions of 1024x768 or better. This content features solo instance gameplay, and you can't get into parties. Once you've cleared all four Acts of Heroes of Maple, players lv. 190 and above can open the Boss Matchmaking List window and go head-to-head with Damien. The Dark Witch may be defeated, but she's not the only evil. This commander, Damien, is leading an army of demons into maple world! Left unchecked, they will destroy everything in their path. Aran Rules for stacking combos and the maximum number of combos that may be adjusted, but since combos are no longer consumed when using skills, the consumption of MP and combos has been increased. If you reach the Max combo count, you Put in the adrenalin Rush. When in Rush, you can use the powerful Finisher movement. In addition, you save stacked combos even after death and combo reduction standards have been lowered making it easier to stack combos. Skills also now have command features. This means that any capability under the Command feature (Right-Clicking capability that shows a small key icon), can only be used by activating its shortcut keys. Example: Aran's Combat Set Skills will work when you double-tap the Right gesture button. Under the Command feature (locked), double-tapping the Right gesture button won't allow Aran to combat the move. BasicsCombat Aran (Max Level 1) step: Press any jump or directional button twice to run. Skills can be activated once again if you use the jump button when midair. Also passively increase your Max Speed and Movement Speed. (Command: Right, Right or press Jump). Back to Rien (Max Level 1): Teleport to Rien.Combo Kill Blessing (Max Level 3): (Link Skill) Bless your combo. This link skill can be used by one character in the same world. Aran's First JobCombo Ability: Count your attacks in Combo Count. Increase Attack Power, Defense, and Movement Speed by every 50 counts, stacking up to 10 times. Also, passively increase your knockback resistance. Level 10 is required to learn Advanced Combo Skills. Skill Required: Smash Swing Lv. 10.Smash Swing: Summons the memory of Aran's muscles to swing the polearm 3 times in a row, hard. (Command: Tap the Attack Button multiple times). Level 1 is required to learn polearm mastery and Level 10 required to learn Swing Studies I.Smash Wave: Firing bursts of energy through your polearm to the enemy in front. (Command: Down, Right+Attack Key). Command Effects: Increases the range of projectiles. Additional Adrenaline Effects: Increases the number of projectiles. Right-click to lock the command. Polearm Booster: Triple the attack speed of your weapon. Must have polearm equipped. Body Pressure: Surround yourself with biting cold air to reflect the damage taken from bumping into enemies. Can be selected On / Off. Aran's Second JobFinal Fee: Charge ahead, quickly knocking back enemies on your way. (Commands: Left, Down, Right + Attack Button). Command Effect: Stun. Additional Adrenalin Rush Effects: Leave a trail of ice behind you that freezes enemies. Right-click to lock the command. Final Toss: Lifting some enemies in front into the air. Air enemies take on more damage, including enemies raised with Judgment Draw and Rolling Spin. (Command: Up + Attack Key). Command Effect: Increase your vertical jump. Right-click lock the command. Rolling Spin: Uses centrifugal force to rotate the polearm while standing in place and lifting the enemy nearby. (Command: Down, Up + Attack Key). Command Effect: Stun. Right-Click to lock command.Command Mastery I: Enhance the effect of Command-enabled skills. Level 5 is required to Commando Mastery II.Swing Studies I: Through intense study, you have perfected your polearm swing. Increases swing damage and allows you to move while swinging. Also, you now know how to connect Smash Swings with other skills to deal with additional damage through polearm afterimage. It also increases the damage to other skills for a short time afterwards. Level 4 is required to learn Aero Swing. Skill Needed: Smash Swing Lv. 10.Drain: Absorbs some damage that you handle to enemies as hp. Permanently upgrade your Max cell phone. Can be activated on/off. Skill Required: Combo Ability Lv. I.Snow Charge: Permanently increase damage and infuse your polearm with the power of ice spirit for a certain time. Polearm Mastery: Improves polearm gun mastery, accuracy, and speed. Level 10 is required to learn High Mastery. Skills Required: Smash Swing Lv. I.Physical Training: Permanently improves STR and DEX through excellent physical training. Last Attack: Provides an opportunity to activate the Final Attack damage after the attack. The character must have Polearm equipped. Skills Required: Mastery of Polearm Lv. 3. Level 20 is required to learn Advanced Final Attacks. Aran's ThirdAdvanced Combo Combo Capability: Highly calculates your attacks in Combo Count. Increase Critical Rate and Attack Power by every 100 counts, piling up to 10 times. In addition, passively increase your Power Stance Opportunities, Attack Power, Abnormal Status Resilience Opportunities, Critical Levels, and Critical Maximum Damage. Level 20 is required to learn Adrenaline Rush. Skill Required: Combo Ability Lv. 10.Aero Swing: Allows you to use Smash Swing while on air. Use Smash Swing while jumping, and Maha will stop you from falling. You'll be able to move, like on the ground. Also, passively increase smash swing damage. (Command: Combo Attack Key when jumping). Level 10 is required to study Swing Studies II. Skills Required: Swing Study I Lv. 4.Adrenaline Rush: Adrenaline fever boosts your fighting prowess to the maximum. Level 20 is required to learn the Finisher. Skill Required: Advanced Combo Capability Lv. 10.Final Blow: Swing your polearm to deal major damage, ignoring some DEF. Learn these skills to take advantage of the Final Blow as the 3rd hit Smash Swing. (Command: Down + Attack Key). Command Effect: makes all enemy attacks ineffective. Additional Adrenaline Effects: Shoot shock waves in front of you. Level 20 is required to learn Beyond Blade. Right-click to lock the command. Lottery Of Judgment: You slam to the ground with great force, bouncing near the enemy. Enemies hit directly by polearm will be frozen and take damage over time. You can control where the polearm lands. (Commands: Up, Down/Up, Right/Up, Left + Attack Button). Command Effect: Freeze. Right-click to lock the command. Gathering Hook: Use your polearm bar as a hook to collect enemies in front of you. (Command: Top, Top Attack button). Right-click to lock the command. Blessed: Increase the Attack of party members with the blessing of Maha, the spirit of polearm. Possible: Permanently improves Attack Power and Defense and allows you to knock back enemies with a small amount of damage. Cleavage Punch: Ignores some of your monster's defenses and your damage increases when attacking Boss Monsters. JobBeyond Fourth Blade Aran: Harness all of Aran's powers to sweep the enemy with Maha. You're invincible when you use Beyond Blade. Additional Adrenalin Rush Effect: Shoot shock waves in front and back. Mandatory Skill: Final Blow Lv. 20.Finisher - Storm of Fear: Pummel your enemy with a series of swings so fast, your polearm becomes invisible. Forms a whirlwind around Aran, sucking up all the enemies. This skill can be activated with commands only during Adrenaline Rush. (Command: Lock Down, Left, Right + Attack (On Hold)). Once activated, Aran cannot activate other attacking skills when this button is pressed down. This is to prevent these skills from being cancelled because other skills are activated. Skill Required: Adrenalin Rush Lv. 20.Finisher - Prey Hunter: The cost of advancing to attack powerful blows, automatically targets the most powerful enemies in the direction of your attack. Charge skills longer to do more damage. You're invincible on the charge. This skill can be activated with commands only during Adrenaline Rush. (Command: Down, Right, Up + Attack Key (on hold)). Fixed an issue in which damage would be applied abnormally. Skill Required: Adrenalin Rush Lv. 20.High Mastery: Maximizing Polearm Mastery, while increasing Minimum Critical Damage and Attack Power. Skills Needed: Polearm Mastery Lv. 10.High Defense: A new defense technique that permanently reduces damage received from enemies and increases Max HP and DEF. Maple Warrior: Temporarily improves the statistics of all party members. Hero's Will: By focusing your mind, you can ignore some abnormal status effects. However, this will not work on all the effects of abnormal status. Sudden Strike: Damage handled by Smash Wave, Final Cost, Final Toss, Rolling Spin, Judgment Draw, and Final Blow increases.Command Mastery II: Improves command-enabled skill effects. Skills Required: Command Mastery Lv. 5.Swing Studies II: Through intense study, you have perfected your polearm swing and Smash Swing technique. Increase movement speed and damage when swinging. Improve the damage skills used after Smash Swing. The 2nd and 4th hits are smash swing and Aero Swing is the Final Blow. Skill Required: Aero Swing Lv. 10.Advanced Attack: Permanently improves ATT and Accuracy. Greatly increase the level of damage and activation of your Final Attack. Skill Required: Final Attack Lv. 20. Aran's Hyper Skills (Passive)Heavy Swing: Increase Damage to Smash Swing and Aero Swing.Frenzied Swing:Frenzied increased damage to other skills after using Smash Swing or Aero Swing.Rebounding Swing: Increase damage afterimages that occur from using skills after Smash Swing and Aero Swing.Storming Terrain: Increase the maximum number of monsters affected by the Finish Storm of Fear.Merciless Hunt: Increase Damage Finisher - Hunter's Piercing Adrenaline: Increase the duration of Adrenalin Rush.Beyond-er Blade: Increase Damage Beyond Blade. (Does not affect shock waves triggered by Adrenaline Rush). Beyond Blade Damage: Increases the number of Hits Beyond Blade. (Does not affect shock waves triggered by Adrenaline Rush). Piercing Beyond Blade: Increases the amount of DEF overlooked. (Does not affect shock waves triggered by Adrenaline Rush). Aran's Hyper Skills (Active)Maha's Domain: Summoning the Sleeping Giant, which falls to the ground, affects a large area. Inflicts damage from time to time to enemies within range. Remove Abnormal Status and return HP and MP to party members within range. Heroic Memories: Remembering the Maple Hero's vow to increase damage and cap the maximum damage. Adrenalin Burst: Instantly activates Adrenalin Rush. When triggered by this skill, Adrenaline Rush cannot be affected by the effect of increasing buff duration. Skills Needed: Progress adrenaline rush Lv. 20.EvanJob has changed from 10 to 4 progress. (Some skills have been relocated). The two medals that can be obtained have new requirements:After Shedding 1 - Level change from 80 to 60.After Shedding 2 - Level change from 120 to 100.Dragon Master medal requirements have changed:Dragon Master Level 80 to 60.Dragon Level 120 to 100Quests:Rumors about Dragon Mount level requirements have changed from 50 to 60.' The requirements of Meso Making A Saddle have changed from 10 Million to 100,000.All searches after 'Making A Saddle' have been removed. Skills:Evan and Mir now have 4 Job Advancements compared to 10. With these 4 jobs comes a new ability for Evan's basic abilities, and the job itself. Evan's Basics Back to Nature: Moving You to your front page. Persistence Rune: (Link Skill) Improves Rune Magic ATT to increase the duration of active runes. JobMana First Evan Explodes I: Two explosions where attacking the enemy in front. As the work progresses, these skills increase, up to Mana Burst IV. (Lv. 10 is required to learn Mana Burst II). Teleportation: Allows you to teleport the distance assigned to another location on the same map using the arrow keys. Magic Guard: Some of the damage you're dealing with affects the MP, not the HP. Automatically enabled when you have at least 1 MP, and not when you have 0 MP. Can switch on/off with key skills. Dragon Soul: Contract your dragon def increase your weapons, Magic DEF, and Speed.Magic Link: Share Mir's magic, improve Evan's MAGIC ATT. Dragon Spark: Every time Evan attacks, Mir might attack as well. Explosion JobMana Second Evan Evan Explosions where attacking the enemy ahead. As the work progresses, these skills increase, up to Mana Burst IV. Lv. 20 is required to study Mana Burst II.Wind Circle: Launches wind gusts to push the enemy aside and deal with damage. Dragon Flash: (Mir Skill) Mir flashes between enemies, attacking along the way. If this skill hits the enemy with a reflection of the attack, you will not take any damage. Mir's fusion skills and skills are not affected by the increased attack speed. Wind Flash: (Fusion Skill) The enemy's sharp blade blasts the wind when Mir's Dragon Flash melts with Evan's magic. Wind Flash advances with Dragon Flash. You will not take damage when this skill targets the enemy with a reflection of the attack. Activates when Evan uses the Wind Circle when Mir uses Dragon Flash.Return Flash: (Fusion Skill) Mir immediately stops attacking and returns to Evan, condemning the nearest enemy to take more damage. This skill advances with Dragon Flash. Activate when Evan uses (Return) when Mir uses Dragon Flash. Wind Flash, and Thunder Flash.Return!: Call for Mir to return to Evan's side immediately. Various effects can activate based on the attack Mir uses when called upon. Magic Booster: Increase Evan's Magic Attack Speed for a short time. Support Jump: Evan uses an air current created by Mir's flapping wings to jump once more. Press the jump button and the up direction button while jumping to jump higher. It can only be used while Mir is not attacking. High Wisdom: Your mental discipline permanently increases your INT. Partners: Evan and Mir are partners on the battlefield, enhancing their fighting prowess. Spelling Mastery: Improves Magic Mastery, Magic ATT, and Critical Levels. Level 10 is required to learn Magic Mastery.Advanced Dragon Spark: After Evan uses his attacking skills, Mir has the opportunity to handle additional improved magic attacks. JobMana Third Evan Explodes III: Four explosions where attacking the enemy in front. As the work progresses, these skills increase, up to Mana Burst IV. Lv. 20 is required to learn Mana Burst IV.Thunder Circle: Create a thunder pentacle to destroy nearby enemies. Dragon Dive: (Mir Skill) Mir dives in front of Evan, creating shockwaves with his wing beating. You will not take damage when this skill targets the enemy with a reflection of the attack. Mir's fusion skills and skills are not affected by the increase in Attack Speed. Lv. 20 is required to learn Dragon Breath.Return Dive: (Fusion Skill) Mir immediately stops attacking and returns to Evan, buffing ally attack speed by 1. This skill advances with Dragon Activate when Evan uses (Return) when Mir uses Dragon Dive, Thunder Dive, and Earth Dive.Thunder Dive: (Fusion Skill) A powerful electric ball flows through Mir's body when Mir's Dragon Dive melts with Evan's magic. Thunder Dive advances with Dragon Dive. You will not take damage when this skill targets the enemy with a reflection of the attack. Activate when Evan uses Circle while Mir uses Dragon Dive. Increases the duration of the electric ball, also changing it to look semi-transparent. Change the behavior of the ball from the previous version at a certain distance. Thunder Flash: (Fusion Skill) Five thunder pentacles appear and hit the enemy when Mir's Dragon Flash merges with Evan's magic. Thunder Flash advances with Dragon Flash. You will not take damage when this skill targets the enemy with a reflection of the attack. Activates when Evan uses Thunder Circle when Mir uses Dragon Flash. Reduce the attack radius at all points. Magic Debris: Magical debris forms around enemies exposed to fusion skills. Activate the debris to deal damage to the enemies around Evan. The damage is comparable to the amount of debris activated at once. The number of Magic Debris particles will be displayed in the buff window. Lv. 10 is required to learn Enhanced Magic Debris.Elemental Decrease: Temporarily reduce Elemental Resistance to all your attacks. Also permanently increase your final damage. Critical Magic: Increase Critical Attack Rate and Minimum Critical Damage.Magical Resistance: Increase Your Abnormal Status Resilience, Element Resistance, and Def Magic. Magic Amplification: Increase the cost of MP and Magic Attack your magic skills. Dragon Potential: Attracts Mir's potential and reveals his hidden abilities. JobMana Fourth Evan Explodes IV: Four explosions which are very quick attacking the enemy in front, twice in a row. This is the last version of where the burst. Earth Circle: Forms irregular pentacles that raise the ground and damage the enemy. Dragon Breath: (Mir Skill) Releases a fiery breath that scorches the enemy in front. Unaffected by the reflection of the attack. Damage skills increased from Passive Dragon Breath trunk increased damage to Dragon Dive. Mir's fusion skills and skills are not affected by the increase in Attack Speed. Required Skill Lv. 20 Dragon Dive.Wind Breath: (Fusion Skill) Mir exhales a firestorm that gives a large amount of damage when his Dragon Breath melts with Evan's magic. Wind Breath advances with Dragon Breath. You will not take damage when this skill targets the enemy with a reflection of the attack. Activates when Evan uses the Circle of Wind when Mir uses Dragon Breath.Earth Breath: (Fusion Skill) Mir exhales the fire that becomes home to the enemy when his Dragon Breath melts with Evan's magic. The breath of the Earth advances with the Dragon's Breath. You will not take damage when this skill targets the enemy with a reflection of the attack. Activate when Evan uses the Earth Circle while Mir uses Dragon Breath.Return Flame: (Fusion Skill) Mir immediately stops attacking and returns to Evan, the enemy in the curtain of fire. This skill advances with Dragon Breath. Active when Evan uses (Return) when Mir uses Dragon Breath, Wind Breath, or Earth Breath.Earth Dive: (Fusion Skill) Skill a rock becomes the enemy ahead when Mir's Dragon Dive merges with Evan's magic. Earth Dive advances with Dragon Dive. You will not take damage when this skill targets the enemy with a reflection of the attack. Activates when Evan uses earth circles while Mir uses Dragon Dive.Dark Fog: Dark and cold fog descends, attacking several enemies at once. Apply additional Critical Levels. Magic Debris damage increases when Dark Fog is cooldown. Magic Debris will get +20% damage while Dark Fog is cooldown. Blessing of the Onyx: Improve Weapon Defense, Magic Defense, and Magic Attack. Magic Warrior: Temporarily improve the statistics of all party members. Hero's Will: By focusing your mind, you can ignore some abnormal status effects. However, this will not work on all the effects of abnormal status. Enhanced Magic Debris: Forms enhanced magic debris around enemies beset by fusion skills. Activate the debris to deal damage to the enemies around Evan. The damage is comparable to the amount of debris activated at once. Magic Mastery: Improve Magic Mastery, Magic Attacks, and Minimum Critical Damage. Skill Required: Spell Mastery Lv. 10.Onyx Will: Enhance your sense of friendship and physical abilities. Reduces the damage taken and gives Evan an extra Power Stance opportunity when Mir attacks. Dragon Fury: When your MP is within a certain range, the Dragon's focus strengthens and your Magic Attack increases. This effect disappears once your MP is out of that range. High Dragon Potential: Fully attracts Mir's potential and reveals his hidden abilities. Evan's Hyper Skills (Passive)Dragon Flash - Cooldown Cutter: Reduce cooldown Dragon Flash.Howling Wind: Increase the number of Wind Flash blades. Thunder Flash - Extra Strike: Increases the number of attacks per Crash of Thunder Flash. Dragon Dive - Cooldown Cutter: Reduces Dragon Dive cooldown. Thunder Overload: Increases the number of balls created by Thunder Dive.Earth Dive: Enhance: Increases Earth Dive damage. Speedy Dragon Breath: Reduces Dragon Breath cooldown. Lung Stone: Increases The Amount of Breath the Earth Breathes. Cyclone Breath: Increases the need for HP special effects and damage Wind Breath. Evan's Hyper Skills (Active)Dragon Master (Max Level 1): Climb on Mir's back and fly freely through the air, breathing fire. When installed, press the Dragon Master skill button to attack. Heroic Memories (Max Level 1): Remembering the Maple Hero's vow to increase damage and max damage cap. Summon Onyx Dragon (Max Level 1): Summon the ancient Onyx Dragon to help you in battle. Onyx Dragon attacks will not be influenced by enemies with the reflection of attacks. ExplorerEpic Adventure: the cast has been removed and the maximum damage increases by 10%. Explorer WarriorIron Body has been transformed into a passive skill. HeroFor our hero class add features to Cry Valhalla Valhalla increase the chances for higher damage output. Second JobBrandish: Attack range has increased, and damage is now 280% of 220%.Combo Fury: Casting delay has decreased when casting with down arrow keys. Casting with down arrow keys now using 1 Combo Counter.Third JobShout: Shout with down arrow keys and usually using Shout has been redirected. Shout now deals with 200% to 6 times and up to as many as 10 enemies within extended range. When throwing with the down arrow button, Shout performs 200% to 3 times damage in a smaller range and amazes the enemy for 6 seconds. If a boss is hit while holding the key down, the chances of giving rise to abnormal status increase to 100%. Cooldown is 10 seconds. Fourth JobRaging Punch: Temporary damage in Enrage state has been reduced to 167% from 215% and the number of hits is now 9 instead of 7.Hyper Skill (Active)Cry Valhalla: Cooldown is now 210 seconds instead of 90 seconds. The increase in attack power has been removed, but the critical level has been increased to 50%. Knockdown immunity has been added and lasts 30 seconds. The number of monsters affected by Raging Blow has changed to 8.Paladin Damage due to low one-handed weapons so that several buffs are added to the one-handed weapon. Fourth JobHigh Paladin: Holding a one-handed sword now increases mastery by 3%. Explosion: The buff now lasts for 120 seconds from 90 seconds. The Dark Knight Cooldown for the Final Pact is too low, making it to where the Dark Knights return to the fight too easily. While its cooldown has gone up, the amount of time undefeated goes on has also gone up. This gives the opportunity to produce more damage after reviving. First JobEvil Eye: No more action cast. Third JobEvil Eye of Domination: Now follows the damage formula for the character. Evil Eye Shock: Now follows the damage formula for the character. Lord of Darkness: The amount of healing is now 2% max HP. Fourth JobDark Impale: Increased attack range. Gungnir's Descent: Now does 12 blows and damage have been reduced to 210% from 250%. Final Pact: Undefeated now lasts 40 seconds, not 25. The number of people who need to be killed for a revival is up from 20 → 30. Cooldown is now 600 seconds at max rank (30). Revenge of the Evil Eye: Now follows a damage formula for the character. Hyper Skill (Active)Dark Thirst: Decreased Cast Delay.Explorer MagicianGuard Guard: Now enableable/Off.Arch Mage (Fire, Poison)Second JobPoison Breath: Damage over Time now has its damage duration increased to 10 seconds at max level (10). Turning on: Correcting errors where monster attack cancellation skills Third JobBurning Magic: Damage over Time now has a 100% duration increase instead of 10 seconds. Fourth JobIrit: The enemy hit by Irit will now take 140% damage for 2 seconds above the existing effect. Eruption Fog: Damage over time has been customized to provide more damage with more stacks. If there are 5 piles of damage over Time on the enemy cooldown will be reduced by 2 seconds. Hyper Skill (Passive)Poison Mist - Aftermath: Damage over Time boost has been lowered to 6 seconds from 10 seconds. Arch Mage (Ice, Lightning)Third JobThunderstorm: Now has increased movement speed. Also follows the damage formula for the characters. Fourth JobChain Lightning: His number of hits has been increased to 8 and the damage has dropped to 230%. Freezing Breath: The buff icon now shows the rest of the cast's time. Elquines: Now follows a damage formula for the character. BishopFixed a problem where the effects of a particular buff are not shown to party members. Second JobInvincible: Has been transformed into a passive skill. Fourth JobAngel Ray: The number of attacks has increased to 5. The damage has been reduced to 295%. Bahamut: Now follows the damage formula for the character. Damage is reduced from 650% to 500%. Hyper Skill (Active)Really Angry: Damage when this skill is used the number of Angel Ray attacks has been raised to 5.BowmasterSecond JobQuiver Cartridge: Corrects an error in which Magic Arrows will ignore the negate monster attack skills. JobArrow Third Blaster: Fixed an issue where you could not move after using this skill. Phoenix: Now follow the damage formula for the character. MarksmanTo better help snipers with enemies in the distance, the arrow illusion utility has been upgraded. Third JobHookshot: Pressing the down arrow key now moves you while triggering the Arrow Illusion if it's within range. Freezer: Now follows the damage formula for the characters. The fourth JobArrow Illusion: Arrow Illusion now lasts 30 seconds. There is a cooldown period of 20 seconds added. We've reduced the cast delay. Hyper Skill (Active)Bullseye Shot: Cast delay decreases. Night LordSecond JobAssassin's Mark: Fixing problems where these skills ignore monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. JobDark Third Flare: Now follows a damage formula for the character. Fourth JobDark Harmony: Now is a passive skill. Night Lord's Mark: Fixed an issue where this skill ignored the monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. ShadowerSecond JobChannel Karma: This is now a passive skill. JobDark Third Flare: Now follows a damage formula for the character. Hyper Skill (Active)Shadow Veil: Fixes an issue in which this skill is influenced by the cancellation of monster magic. Dual BladeChannel Karma: This is now a skill Thorns: This is now a passive skill. PirateNautilus Explorer Strike: The number of attacks rose from 3 to 7. Also the damage has been lowered from 1020% to 440%. BuccaneerFirst JobDark Clarity: This is now a passive skill. Second Second Wings: This is now a passive skill. JobOctopus Fourth: No longer gives a damage boost when fully charged. It now delivers 315% damage and attacks 10 times when fully charged. Dragon Strike: Can only be used at full cost. Now apply debuff on each enemy blow to increase the final damage by 10%. Damage is lowered to 300% and the number of hits increases to 12. Cast delays have also declined. CorsairSecond JobRapid Blast: Damage increased from 131% to 165%. Scurry Summons: Now follows the damage formula for the character. The damage is now 230%. JobCross Cut Blast Third: This is now a passive skill. All Boards: Now follows the damage formula for the characters. Octo-Cannon: Now follows the damage formula for the character. Easton's Four JobEight-Legs: This skill now passively increases damage to Nautilus Strike by 130% points. Parrotargeting: Increased cast delays. Also fixes an issue where the final damage does not apply correctly. Magnificent Presence: Fixed an issue where the damage output was higher than the skill description. Ahoy Mateys: Now follows a damage formula for the character. Hyper Skill (Active)Whaler Potion: Casting action has been removed. CannoneerCannoneers have low damage so some changes are made to give them more power. Third JobMonkey Wave: Casting delays reduced. Increases buff duration from 10 → 30 seconds. Barrel Roulette: Increases the buff duration from 150 → 180 seconds. The fourth JobMonkey Militia: Now follows a damage formula for the character. Decreased damage from 395 → 295%. Cannon Barrage: Increased damage from 600% → 650%. Anchors Aweigh: Now follows the damage formula for the characters. Hyper Skill (Active)Rolling Rainbow: Now follows the damage formula for the character. Fixes an issue where these skills ignore monster attack cancellation skills. Bucksshot: The effect no longer affects calling skills. Cygnus KnightNoblesse Techniques (Basic Job)Cygnus Blessing: No longer takes the Link skill slot when sharing with other Cygnus characters. Hyper Skill (On)Glory of the Guardians: Remove casting action. The maximum damage increase is now 10% instead of the 5,000,000.Dawn WarriorFirst JobHand of Light: This is now a passive skillSecond JobDivine Hand: This is now a passive skill. Third JobSoul from the Guardian: This is now a passive skill. Fourth JobSoul Pledge: This is now a passive skill. Impaling Rays: Fixed an issue where this skill ignored the monster attack cancellation skills. Wind ArcherBecause wind archers have low output damage, we increase them slightly. Third JobSpiraling Vortex: Passively increase damage Frozen Wind by 275% points. Wind Touch: Now increases your attack by 10%. Bow Expert: The push for final damage increased from 10% to 25%. Hyper Skill (On)Storm Bringer: Cast action removed. Night WalkerMarks of Darkness has added to some skills. First First JobShadow enhanced with Marks of Darkness.Second JobTriple Throw: Now enhanced with Marks of Darkness.Third JobQuad Star: Now enhanced with Marks of Darkness.Shadow Star: Now enhanced with Marks of Darkness.Dark Servant: Now enhanced with Marks of Darkness.Fourth JobQuintuple Star: Now enhanced with Marks of Darkness.Shadow Stitch: Now enhanced with Marks of Darkness.Dark Omen: Now enhanced with Mark of Darkness. Now call 2 bats. Each time a dark attribute attack manages a cooldown for this skill is reduced by 0.5 seconds, with the exception of Shadow Bat and Dark Omen.Hyper Skill (Active)Dominion: Now enhanced with Marks of Darkness.Shadow Illusion: All copied attacks are enhanced with Marks of Darkness.Thunder Breaker The ability to change direction when connecting skills has been added. Third JobSeawall: This is now a passive skill. Ironclad: This is now a passive skill. HeroHeroic Memories now has a maximum damage increase of 10% instead of 5,000,000. The actor's action was also removed. Mercedes Ability to change direction when linking skills have been added. Second JobSpirit surge: This is now a passive skill. All three JobElemental Knights: Damage has been reduced to all spirits. Ice Spirit damage is now 385%. Fire Spirit damage is now 385% damage over time. Shadow Spirit damage is now 485%. Fourth Job[NEW SKILL] Spirit Nibble Flight: Allows Mercedes to move in the desired direction by cancelling skills while in the air. Hyper Skill (Active)Thanks to Elvish: Lowered cast delays. PhantomFourth JobCarte Noir: Fixes an issue where this skill ignores the monster attack cancellation skills. Hyper Skill (On): Perfect Memory H: Allows you to use Lv. 150 Hyper Buff Skill stolen from Explorers. The duration of skills and cooldown for these skills will be different for Phantom. The passive effect of the skill will not work. Complete stolen skills using Beginner Skill Loadout. Stolen Skill Duration and Cooldown:Valhalla Hero Cry: Duration: 30 Seconds, Cooldown: 300 Sec.Paladin's Sacrosanctity: Duration: 30 Seconds, Cooldown: 600 Sec.Dark Knight's Dark Thirst: Duration: 30 Seconds, Cooldown: 30 Seconds, Cooldown: 180 Sec.Archmage (F/P)'s Inferno Aura: Duration: 30 Seconds, Cooldown: 75 Sec.Archmage (I/L)'s Absolute Zero Aura: Duration: 30 Seconds, Cooldown: 90 Seconds True Angry Bishop: Duration: 30 Seconds, Cooldown: Concentration 300 Sec.Bowmaster: Duration: 30 Seconds, Cooldown: 120 Sec.Marksman's Bullseye Shot: Duration: 30 Seconds, Cooldown: 150 Sec.Night Lord's Bleed Dart: Duration: 30 Seconds, Cooldown: 120 Sec.Bucca Stimulating Conversation: Duration: 30 Seconds, Cooldown: 75 Sec.Corsair Whale Potion: Duration: Duration: Sec, Cooldown: 60 Sec.ShadeSecond JobFox Spirits: Fixes an issue where this skill ignores monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. Fox Spirit Mastery: Fixing the Fix where these skills ignore the monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. LuminousFirst JobMana Well: This is now a passive skill. Hyper Skill (Active)Equalize: Cast delay decreases. Demon SlayerThird JobBlack-Hearted Strength: This is now a passive skill. Fourth JobDark Metamorphosis: Now makes you invincible while casting. Hyper Skill (On)Blue Blood: Casting delays have decreased. Demonic Fortitude: The cast's action is removed. The maximum damage limit is now +10%Demon AvengerSecond JobAbyssal Connection: This is now a passive skill. Fourth JobOverwhelming Power: This is now a passive skill.Nether Shield: Fixes an issue where this skill ignores monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. Hyper Skill (Active)Forbidden Contract: Casting delay has been reduced. Demonic Fortitude: The cast's action is removed. Maximum damage is now +10%. The ResistanceFixed issue where additional Link Skill slots are being used when sharing the Spirit of Freedom.Battle MageA dark attribute has been added to some skills. Battle Master has been renamed Master of DeathFirst JobCondemnation: This attack now has the attributes of darkness. Second JobDark chain: This attack now has the attributes of darkness. Third JobDark Shock: This skill attack now has darkness attributes. Exploding Battle: This attack now has the attributes of darkness. The fourth JobDark Genesis: These attacks and attacks meanwhile on the cooldown now have the attributes of darkness. Hyper Skill (Active)Master of Death: Reduces the number of lives needed to activate The Blasphemy. The number of blow skill hits has now decreased to 1. When using any skill with dark attributes other than Condemning the cooldown to Penghukulan will be reduced by 0.5 each time. The duration has been reduced to 30 seconds. Cooldown is now 200 Sec.Wild HunterThird JobFeline Berserk: The red wing effect can now be looked at On/Off.Fourth JobExtended Magazine: This is now a passive skill. Hyper Skill (On)Silent Rampage: Casting delays have decreased. MechanicOverclock: This is now a passive skill. XenonSince Xenon does not have the skills to increase maximum damage like Demonic Fortitude, Orbital Cataclysm now has the same effect. Second JobPerspective Shift: This is now a passive skill. Third JobTriangulation: Fixes an issue where if the enemy moves too much they will not take damage. Fourth JobHypogram field: Penetrate: Now follows the corruption formula for the character. Hippogram Field: Style Field: Current formula corruption for characters. Offensive Matrix: This is now a passive skill. Temporal Pod: Fixed an issue where your skill would still appear if your character became out of control or died. Hyper Skill (Active)Orbital Disaster: Now undefeated while casting. Nwo Nwo Max Damage for 25 Seconds after casting. Warning Generator: Cast delay has been reduced. MihleBecause Soul Rage is the main focus for his attacking abilities, Mihle's hunting abilities suffer. After redistribute the final damage to other skills as well as increased critical levels, their power rises when not using Soul Rage.Second JobSoul Driver: Cast delay is reduced. Sword Mastery: The final damage has now increased by 15%. Third JobRadiant Fee: This is now a passive skill. True Anger: The final damage was lowered to 25% from 40%. Intense Focus: Now increases the final damage by 10% and critical rate by 20%. Fourth JobFour-Point Assault: Damage reduced to 280% from 320%. The number of attacks is now 8.Rolling Soul: Decreased the final damage increase to 30%. Critical level removed. Hyper Skills (Passive)Radiant Cross - Spread: Decrease in damage from 100% to 75%. The number of attacks is now 4.Hyper Skill (Active)Queen of Tomorrow: Action cast removed. The maximum damage increase is now increasing by 10% instead of the 5,000,000.KaiserSecond JobTempest Blades: The rate of increase in the morph gauge is now lowered. ThirdFinal Job Form: The increase and duration of the final damage after the 4th Job Progress has decreased. Duration decreases from 90 → 60 seconds. The final damage increase for the 3rd Job is now 10,000. The final damage increase for the 4th Job is now 15%. Cursebite: Final damage to monsters with disease status increased by 25%. Catalyze: This is now a passive skill. Stone Dragon: Now follows the damage formula for the character. Fourth JobGigas Wave: Now has 330% damage. Blade Burst: Procrastination until the sword is called has been increased. Kaiser can now move before the explosion, reducing delays. Inferno Breath: Now follows the damage formula for the character. Hyper Skill (Active)Kaiser's Majesty: Cast delay has been reduced. Angelic BusterFirst JobMelody Cross: Hp upgrades are now passive. Second JobPower Transfer: Creates a protective shield with a value of 1,000 at casting. The maximum shield value is the same as your MAX HP, but should not exceed 99,999.Third JobSoul Seeker: Fixes an issue where this skill ignores monster attack cancellation skills. Also fixes another problem where these skills are influenced by the cancellation of monster magic. Dragon Whistle: This is now a passive skill. Fourth JobTrinity: Damage has been increased to 900%. Celestial Roar: The duration of the stun is now 3 seconds. Final Ribbon: Now increases Max Damage alone by 15% and Max Damage party members increase by 10%. Debuff duration decreases from 30 → 20 seconds. Cooldown is now 40 seconds. Soul-Seeker Expert: An Opportunity to soul seekers when using Celestial Roar increased by 15%. If Soul Seeker is active, Angelic Buster will be semi transparent. This can only happen with Angelic Buster's attacking ability. Hyper Skill (Passive)Piercing Soul Seeker: Def ignore bonus is now added. Def Def 10%. End Ribbon - Overwhelmed: Max damage limit increased by 20%. End Ribbon – Cooldown Cutter: Cut the cooldown by 25% now. Piercing Trinity: Now ignores the 20% DEF bonus. Trinity - Extra Strike: Trinity damage is now on the rise. Hyper Skill (Active)Pretty Exaltation: Casting time is now reduced. ZeroRolling Cross: Damage has been reduced to 365% and the number of attacks increased to 7.Grand Rolling Cross: Damage will decrease to 485%. Number of attacks increased to 8.Earth Break: Damage reduced to 515% and number of attacks now 4. Advanced Earth Break: Damage is reduced to 695% and the number of attacks is now 5. Shockwave attack now also 5.Time Holding: If Zero is above Lv. 200, damage and max damage cap is increased by 10% for 90 seconds. KinesisFirst JobPsychic Force: Duration for Damage over Time increases to 10 Sec.Second JobPsychic Blast: Duration for Damage over Time increases to 10 Sec.Third JobPsychic Assault: Duration for Damage over Time increases to 10 Sec.Kinetic Combo: Fixes an issue where this skill ignores monster attack cancellation skills. Fourth JobMind Break: Fixed an issue in which the final damage output was applied abnormally. Hyper Skill (Passive)Mind Break - Reinforce: The problem in which the final damage increase is incorrectly applied is known and will be fixed. Hyper Skill (Active)Mental Tempest: Fixing the problem where moving immediately after activation will not increase your Psychic Points.Mental Shock: Cooldown is now 210 Sec. Sec.



