

A Survival Guide to Maple World

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v0.2 (Reddit ed.)



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Introduction

Hello, this is Gunslinger from the NAE server. I wrote this guide to help both new and experienced players easily find resources for MS2. Because there are a ton of guides on the Internet already I will be summarizing the findings here and providing links to them. I will do my best to provide factual information but if there are any errors, or if you would like to provide input, please send me a message through Reddit to /u/GunslingerPewPew.

Because I exclusively play the Heavy Gunner class, I will need the help of the community to fill in the specific details of other classes.

When reading this guide, be sure to click on the icons which will link you to other resources like this:



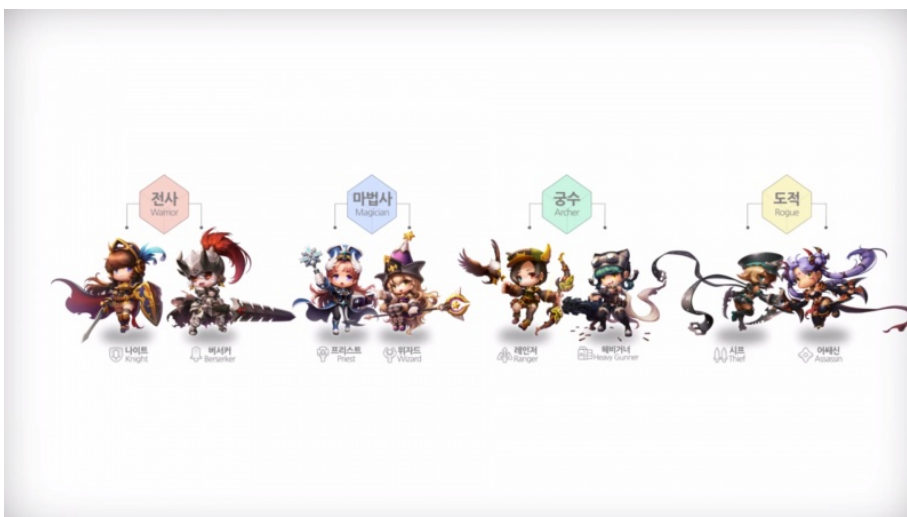
My best tip to new players is to take the game slowly at first and not feel like you have to rush through all the content in the game. There's a lot to do in the Maple World outside of combat and end-game content.

Finally, a little self-promotion, I started a discord and subreddit for selling/auctioning items, hopefully similar in function to what BasilMarket was for MS1. As I complete this guide over time I'll include a thorough section on Meso Making.



Classes

MS2 started out with eight core classes, two from each of four archetypes. New classes are added to the game every few months. I do not like making tier lists for classes because each class has their own specialties, and all classes can reach the top ranks of damage. This includes classes like the Knight or Priest which I have seen outdamage traditional DPS classes. Keeping this in mind, I recommend trying out several classes and selecting a main based on how much you enjoy playing them.





Knight



Stand fast, heroes, an enemy approaches! It looks like a... small wolf. With adorable eyes. No, stand fast! Do not approach- no, don't coo at the beast. Just... please stop petting it.

— Knight

The Knight serves as the main tank in MS2. They are essential for most raids in the endgame because they provide support through increasing their allies' damage and a temporary impenetrable shield to block otherwise fatal attacks. For this reason it is very easy to find parties, and a good Knight can either make or break the run.





Berserker



*My kind of Anger Management is thinking of some things before I jump into battle.
My friends getting hurt, bullies insulting me, people that talk at a show...*

— Berserker

Berserkers are a pure melee DPS class with very high damage potential. They are able to use not only their Spirit but HP as a resource to deal extra damage and gain stat benefits while on low life. Given the high risk and high reward nature of this class, it is very important to have support classes that will help Berserkers maximize their damage.





Priest



Okay everyone, remember! Don't get too far away from me, follow the Knight's lead and please stay out of the fire. Stay out of the fire. Stay out of the fire! GET OUT OF THE F-

— Priest

Priests are the main healer class in the game. The most common builds focus on healing allies, weakening enemies, and providing. However, there are damage focused builds which have very high damage potential. Like the Knight, Priests have very little trouble finding a party.





Wizard



*I mean, technically everything is flammable eventually. Also, sorry about the drapes.
And the rug. And the couch. And I'm pretty sure those eyebrows will grow back soon!*
— Wizard

Wizards are a ranged magic DPS class that deal high elemental damage. They excel in both single-target and area of effect damage. In addition to their high damage output, their teleport skill allows for them to reposition instantly. However, one of their main downsides is that their survivalvility is one of the lowest in the game. They are popular in parties as well as they have a powerful party damage buff.





Archer



Shoot an apple off your head? Sure, I've done that trick a few times. It usually works out fine, and when it doesn't, well, he was thinking about getting that ear pierced anyway.

— Archer

Archers are a ranged physical DPS class. Archers are capable of dealing consistent damage with an endless stream of arrows. They have a very long dash but it consumes the most stamina out of all the classes. They are often sought out for parties because of their party accuracy buff.





Heavy Gunner



The hardest part is knowing when to stop firing. Some people stop when they see the Mushroom drop. Others, when it stops moving. But I like grilled mushrooms, soooo...
— Heavy Gunner

Heavy Gunners are a ranged physical DPS class with access to both fire and electric skills. Heavy Gunners have the longest range and arguably one of the highest DPSs in the game. As a tradeoff, they are extremely immobile and have very long cooldowns. They are able to self-sustain or provide support to party members through a burst heal ability.





Thief



I rob from the rich and give to the poor! Most of it goes to the poor, anyway. After expenses, I mean, who doesn't have expenses, I need to be able to rob from the rich tomorrow too!

— Thief

Thieves are a melee range DPS class that focus on poison damage. Thieves are one of the most mobile classes in the game with movement speed boosting abilities and a good dodge move. Many of their attacks are based on stacking poison on the enemy and empowering their moves with their 'Cunning' buff. Thieves are notorious for having a very high skill floor and skill ceiling but a skilled Thief may be one of the most dangerous classes in the game.





Assassin



No, I don't know if we've met. Yes, I really can't remember anything. No, I'm pretty sure I don't owe you 50 Mesos. Yes, someone else already tried that.

— Assassin

Assassins are a ranged DPS class with access to dark many dark damage moves. Assassins are very mobile and deal very good single target damage. Assassins focus on dealing repeated critical strikes and can deal massive burst damage. In parties, Assassins provide a buff which increases the damage taken by enemies while they are on low life.





Rune

Blade



The most important part of mastering this is getting the runes just right. Every time someone tries to rush the Storm Sigil, they don't get it quite right and forget they're holding a metal sword!

— Rune Blade

Rune Blades are a hybrid elemental DPS class. Rune blades are unique in that they take advantage of physical, magical, melee, and ranged damage. Because of this they are highly versatile and can fill many roles in a party. Rune Blades are also useful in parties because of their party critical damage buff.





Soul Binder



Animus energy isn't magic, it's a deep, spiritual connection to an ancient power... that I use to summon orbs that blow things up. It's a spiritual explosion though, completely different!

— Soul Binder

Soul Binders are a hybrid support class. Soul Binders produce Mantra Cores which can be expended to empower either their offensive or defensive abilities. They are sought out in parties for their very powerful debuff ability which makes enemies take more damage and decent healing potential.





Striker



<Not Released in GMS2>



P2W?

Because MS2 is a Nexon game, there are some concerns that it is a P2W game. While KMS2 and CMS2 have many P2W aspects, (Global) GMS2 is far fairer and cash shop items do not lock a F2P player out of any content in the game. As players we should hold the developer and publisher accountable for keeping the game as fair as possible.

Premium Club MS2's version of a premium monthly (30-day) membership which costs about \$5. The benefits that come with this are:

- Unlimited rotors (teleports).
- +20% EXP and Mesos from monsters.
- -50% Meso Trade Fees.
- -50% Revival Fee.
- -20% Black Market Trade Fee.
- -10% Ophelia Enchant Materials.
- Global access to bank.
- Insignia and title.
- +5% Movement Speed to party.
- 30 Special White Potions Daily.
- Daily premium dungeon.

While these are nice benefits, they are by no means mandatory. Out of these benefits, Ophelia's discount will provide the the greatest benefit.

Lumistones These are cash shop gemstones which are used to upgrade cosmetic items. These are not in GMS2. This was one of the biggest concerns that the localization team tackled even before the beta. This is because the set of these gemstones are very expensive to upgrade to their full potential and they give an enormous amount of extra damage.

Daily Wonders These are cash shop boxes which contain mostly cosmetic items. However, they will occasionally include items like gem dust which is very important to progression. The amount is small and definitely not worth the price of the boxes but there has been some discussion on whether or not these boxes should include any non-cosmetic items in the first place.

Cash Shop The cash shop includes many cosmetic items, including a randomized cosmetic item loot box. Because many of the P2W elements were removed from the game the outfits tend to cost quite a bit.

Pet Skins Pets deal extra damage in raids and different pets have different animations. Because some animations are faster than others pets will effectively have different DPS. Pet skins let you change these animations and thus give you an increase in DPS. However, the difference in total damage is nearly marginal.

Meret Market This marketplace lets you trade meso for merets, the cash shop currency. While this is not implemented yet there are some concerns that people will be able to buy their way to the best gear in the game.



Gearing

The equipment you wear will determine how powerful your character is. First, every class has its unique weapon type. Many classes use a single two-handed weapon, some dual wield two one-handed weapons, and some use a one-handed weapon and an off-hand. Every character also has five armor slots: headgear, top, bottom, gloves, and shoes. In addition to this, every character has five accessory slots: earrings, belt, ring, amulet, and cape.

In the order of general strength the different qualities of gear currently available are Common, Rare, Exceptional, Epic, and Legendary. The quality does not necessarily indicate how powerful a specific item is, as some Level 50 Exceptional accessories may provide more power than a Level 50 Legendary accessory.

Gear Score Gear score is a character's aggregate score of the quality and number of enchantments on their gear. It does not take into consideration of bonus attributes, gemstones, or pet bonuses at all. For this reason it does not always accurately reflect the total damage potential or strength of a character. Currently the Chaos Raids and Fortress Rumbles are gated by a minimum gear score.

Stats

One the the best ways to determine the strength of a character is to look at the Advanced Stats tab. The following section highlights important stats and provides tables which show how each stat scales. Thanks to /u/Rhygrass for many of the formulas and constants.

Pierce Increases damage dealt to enemies. It is one of the most efficient methods of increasing total damage output because of how it's calculated. It is hard-capped at 30%.

$$M_p = \frac{1}{1 - p}$$

Pierce %	Multiplier
0	1.000
5	1.053
10	1.111
15	1.176
20	1.250
25	1.333
30	1.429

Physical/Magical Pierce Mitigates enemy resistances, R . Hard-capped at 16.6% (249 resist) for the first three raids and 10.0% (150 resist) for Wrath of Infernog. It is speculated that 10.0% will be the hard cap for future content.

$$M_{pp} = 1 + \frac{R}{1500} + pp$$

Assuming a resist of 249, the effective increase in damage is:

P. Pierce %	Multiplier	Effective Increase
0	0.834	1.000
5	0.884	1.060
10	0.934	1.120
16.6	1.000	1.199



Bonus Attack Adds a bonus value to the weapon's base attack. Every weapon has a weapon coefficient, W_c and base weapon attack, W_a . The base weapon attack is given by the smaller number of the weapon's attack range. Given these two variables it is possible to calculate the bonuses gained from bonus attack, BA . *These W_c are for level 50 **Legendary** weapons.

$$M_{BA} = 1 + \frac{BA * W_c}{W_a}$$

Class	W_c
Knight	4.0
Berserker	5.0
Priest	4.0
Wizard	5.0
Archer	4.5
Heavy Gunner	5.0
Thief	4.5
Assassin	4.3
Rune Blade	4.5
Soul Binder	
Striker	

Physical/Magical Attack Increases damage dealt to enemies. Every class has a base attack value, B , and is primarily increased by main stat bonuses or bonuses from gear, A . Each class gains a different amount of attack per main stat, MS , based on the stat coefficient, S_c . * Note that B_{60} provided is the base attack at level 60.

$$M_A = 1 + \frac{A + MS * S_c}{B}$$

Class	S_c	B_{60}
Knight	0.63	237
Berserker	0.62	237
Priest	0.45	198
Wizard	0.56	238
Archer	0.62	237
Heavy Gunner	0.62	237
Thief	0.62	237
Assassin	0.63	237
Rune Blade	0.64	
Soul Binder		
Striker		

Bonus % Damage Increases the total damage dealt to enemies. This is an aggregate of relevant damage multipliers for your skills. For example, for Wizards that use Flame Wave the bonus damage is the sum of % Boss Damage, % Fire Damage, % Ranged Damage, and % Total Damage. Unlike pierce there is no cap on this stat. Out of all of the substats, Boss Damage is preferred because it affects all damage dealt to bosses.

$$M_{BD} = 1 + BD$$

Bonus Damage %	Multiplier
0	1.000
5	1.050
10	1.100
15	1.150
20	1.200



Attack Speed Increases the speed of attacks and skills. The benefits of attack speed on a class-by-class basis are harder to determine than other stats because most classes are limited by Spirit regeneration. *Attack speed is most useful on classes which have their Spirit regeneration tied to attack speed (i.e. Heavy Gunner). The table below shows the theoretical maximum benefit of attack speed.

$$M_{AS} = 1 + AS$$

Attack Speed %	Multiplier*
0	1.000
5	1.050
10	1.100
15	1.150
20	1.200

Critical Chance/Damage Increase the chance and damage dealt by critical hits. Currently, Assassins are the only class that can reliably build around the critical stat. Every 10 points of critical damage, *CD* increases critical damage by 1%. The base critical damage multiplier is 125% and is capped at 250%. The critical rate, *CR*, is dependent on a boss-to-boss basis but can be estimated by using the personal performance meter in the settings. While the critical rate is capped at 40%, critical rate is reduced by the enemy's critical resistance. Assuming that an Assassin uses Fatal Strikes, which allows for perfect critical hits for 17 seconds, this provides a minimum critical rate of $17/60 = 0.28$ and a maximum of $17/60 + (1 - 17/60) * 0.4 = 0.57$.

$$M_C = CR * CD + (1 - CR)$$

CD %	0.28	0.40	0.50	0.57
125	1.070	1.100	1.125	1.143
140	1.112	1.160	1.200	1.228
155	1.154	1.220	1.275	1.314
170	1.196	1.280	1.350	1.399
185	1.238	1.340	1.425	1.485
200	1.280	1.400	1.500	1.570
...	...	...	...	...
250	1.420	1.600	1.750	1.855

Accuracy Determines how often attacks and skills hit. The best way to determine hit rate for a specific raid boss is to use the personal performance meter to calculate your hit rate, *HR*. The exact equation is unknown but is highly likely to be subject to diminishing returns. This means that it's perfectly fine to not reach the accuracy cap but having it as close as possible would be beneficial to overall DPS. Note that there are alternative sources of accuracy like buffs and foods which will help immensely reaching the required accuracy cap. Lastly, there is speculation on whether DEX increases accuracy at all but there is no solid proof of this yet.

$$M_{ACC} = HR$$

Raid %	Accuracy Cap	Buff %	Accuracy Bonus
Chaos Devorak	98	Mega Veil Burger	7
Chaos Captain Moc	98	Guild Buff	1+
Chaos Papulatus	101	Sharp Eyes	5
Chaos Infernog	130	Kandura's Pendant	7
		Nutaman's Earrings	6



Other Multipliers There are other multipliers like foods buffs which are very useful as well. Note that there are certain limits to which buffs can be applied at any given time, and a comprehensive list made by /u/wanwan159 is found below.



Item Class	Total Active	Example
Souvenir Buff	1	Scion of Light
Guild Buff	Many	Accuracy Boost
Crated Item	1	Platinum Whetstone
Offensive Tonic	1	Special Warrior Tonic
Defensive Tonic	1	Special Health Tonic
Personal Food	1	Caprese Salad
Party Offensive Food	1	Crispy Fried Chicken
OR Offensive Tonic	1	Critical Rate Tonic
Party Defensive Food	1	Ellinian Mega Blueberry
OR Defensive Tonic	1	Defense Boost Tonic

Damage Calculations The damage calculations take into consideration of all of the above multipliers. Thanks to /u/TrylessDoer for a damage calculator which can be used to quickly compare total damage output based on your stats.



MS2 Combat Analyzer Here's a nice tool which keeps track of your character statistics during battle. However, consider this **warning**: Nexon does not support third-party software and it is a gray area whether or not you can get banned for using this! User at your own risk!





Gemstones

Gemstones are items which can be socketed into empty sockets on earrings, rings, or amulets. They provide bonus stats to your character and can boost your damage potential by a significant amount. Gemstones can be upgraded using different colors of dust up to tier 10 (T10). Dust can be collected in a number of ways but the most common method is dismantling extra gemstones.

While there are many possible permutations for gemstone setups, the most common for the endgame is 1 Accuracy, 5 Main Stat (i.e. STR), and 3 Offense gemstones. Since setups will vary depending on the class and other gear, below is a link to a calculator which can be used to optimize the gemstone setup. Thanks to Izaz for the calculator.



Toughen Up The daily mission tab Toughen Up has a chance of generating a T1 and T2 gemstone box which contains a random T1 or T2 gemstone. My personal recommendation is to obtain T2 gems from these dailies as you begin at a higher tier and the gemstones themselves are tradable between characters on the same account.

Treva Treva is a currency found in Twisted Pocket Realms in PvP zones. It is used to buy gemdust boxes (10 dust) and T1 gemstone boxes from the vendor in Queenstown. This method of farming dust is the slowest of all options; however, unlike the other methods, Treva can be farmed near indefinitely. The following pages contain suggested routes by 파란너구리 for farming Treva.

B1/B4 B1 and B4 are dungeons which provide a very good source of gemstones and dust. Rusted keys, found in chests in the overworld, can be traded to Natalie in Tria for a B1 or B4 dungeon key. The chance of obtaining a B4 key is very low. The B1 dungeon awards a T1 gemstone box while the B4 dungeon awards either 25 T1 gemstone boxes or 8 T2 gemstone boxes. B4 is a 4-person dungeon, limited to five a week, and only the party leader needs to consume the key to complete it. Because of this, owners of a B4 dungeon key can sell slots to their party for a high price. A common place to buy and sell B4 slots are community Discord channels such as the “NAE B4 Party Finder”. But take caution when purchasing a B4 slot as it is possible for players to scam others by taking the payment and logging off before completing the dungeon.

Stellar Glass Stellar Glass can be bought from Cheri Ring in Tria and exchanged at the chest next to her for a gemdust box which gives 200 gemdust of any color. They are limited to five a week. This is one of the most efficient sources of gemdust.



Upgrade Order

There are many different ways to upgrade gemstones, but here are two of my **recommendations**. For either method try to begin with at least T2 gemstones from the daily missions (Toughen Up).

Short-Term If you want to clear end-game content quickly and as soon as possible, Offense gemstones are far more powerful than Main Stat gemstones at lower tiers.

1. Begin with a set of T2 Accuracy and 8x T2 Offense gemstones.
2. T2 Accuracy → T5 Accuracy.
3. T2 Offense → T5 Offense.
4. Repeat the above for all 8x Offense.
5. T5 Accuracy → T7+ Accuracy.
6. T5 Offense → T7 Offense.
7. Repeat the above for all 8x Offense.
8. T2 Main Stat → T9+ Main Stat.
9. Replace 5x (or 6x) Offense with Main Stat as they reach T9+.
10. Finish off any remaining gemstones.

Long-Term If you want to use as few resources as possible and have an optimal gemstone setup for endgame.

1. Begin with a set of T2 Accuracy, 5x (or 6x) T2 Main Stat, and 3x (or 2x) T2 Offense gemstones.
2. T2 Accuracy → T5 Accuracy.
3. T2 Offense → T5 Offense.
4. Repeat the above for all 3x (or 2x) Offense.
5. T5 Accuracy → T7+ Accuracy.
6. T2 Main Stat → T5 Main Stat.
7. Repeat the above for all 5x (or 6x) Main Stat.
8. T5 Main Stat → T10 Main Stat.
9. Repeat the above for all 5x (or 6x) Main Stat.
10. T5 Offense → T10 Offense.
11. Repeat the above for all 3x (or 2x) Offense.
12. Finish off any remaining gemstones.







Enchantments

All enchantable weapons and armors can be enchanted up to +15. These enchantments increase the base attack of weapons and base defense of armors. For both types of equipment, enchantments also increase gear score.

There are also two options for enchantments: Ophelia or Peachy. Ophelia upgrades your equipment at a given success rate for each enchantment level. This rate decreases as the enchantment level increases. Each upgrade attempt costs crystal fragments, onyx crystals, chaos onyx crystals, and/or items of the same kind as a catalyst. For example, to upgrade a +10 Level 50 **Legendary** Orb, two Level 50 **Legendary** Orbs are consumed as a catalyst with each upgrade attempt in addition to the other upgrade materials. With each attempt all upgrade materials are lost on success or failure. There is no other penalty on failure. But, with each failure a number of 'fail stacks' are gained which can be consumed to increase the success rate of a future enchant by 1% per fail stack. Additionally, equipment copies beyond the minimum increase the upgrade chance by a small amount. In the case for the example, this means that several Level 50 **Legendary** Orbs can be sacrificed to increase the base upgrade chance up to 30%. A common method of achieving +15 is to save up 70 fail stacks and enough equipment copies to reach the 30% base upgrade chance. These two together have a 100% chance of upgrading equipment from +14 to +15. Peachy enchants equipment at an 100% rate at the cost of more materials on average. When upgrading using Peachy each upgrade fills up a bar, and only when the bar is filled up the enchantment is complete. Unlike Ophelia, Peachy requires Crystal Ore in addition to other upgrade materials to fill up the bar. A benefit of using Peachy is that she does not require any equipment copies for her enchantments even at higher levels.

Enchantment Level	Multiplier
+0	1.00
+1	1.02
+2	1.04
+3	1.06
+4	1.08
+5	1.10
+6	1.14
+7	1.18
+8	1.23
+9	1.29
+10	1.44
+11	1.74
+12	2.05
+13	2.36
+14	2.68
+15	3.00



Bonus Attributes

Bonus attributes are randomized bonuses that are found on certain pieces of equipment and pets. For equipment, **Exceptional** quality gear or better can have up to two lines of bonus attributes. The type of bonus attributes on **Epic** or higher quality armors and accessories can be rerolled through the item menu. The values of **Epic** equipment can be rerolled through reroll scrolls from raids. The values of **Legendary** armors can be rerolled through reroll scrolls from the Sky Fortress. Be careful with value rerollers and type rerollers as type rerollers will completely change the bonus attributes on the item while value rerollers will change the numerical values only. There are also lock scrolls which are consumed to ensure that a line will not change its value or type upon reroll.

Weapon The following are the possible bonus attributes for weapons. Note that it is only possible to roll elemental damage types for each weapon base if the corresponding class has access to those elements. This means that a Priest will not be able to roll Dark Damage on their weapons.

Bonus	Min (1-H)	Max (1-H)	Min (2-H)	Max (2-H)
Piercing	1.3%	1.6%	2.6%	3.2%
Physical (Magical) Piercing	4.2%	5.6%	8.4%	11.2%
Total Damage	1.2%	1.5%	2.4%	3.0%
Boss Damage	1.3%	1.6%	2.6%	3.2%
STR	6	9	12	18
INT	6	9	12	18
DEX	6	9	12	18
LUK	6	9	12	18
Physical (Magical) Attack	4	7	8	14
Critical Rate	8	11	16	22
Critical Damage	30	44	60	88
Fire Damage	2.3%	3.0%	4.6%	6.0%
Ice Damage	2.3%	3.0%	4.6%	6.0%
Electric Damage	2.3%	3.0%	4.6%	6.0%
Poison Damage	2.3%	3.0%	4.6%	6.0%
Dark Damage	2.3%	3.0%	4.6%	6.0%
Holy Damage	2.3%	3.0%	4.6%	6.0%
Skill Recovery Bonus*	2.2%	2.9%	-	-
Recover Effects from Allies**	2.2%	2.9%	-	-

* Scepter and Codex only.

** Shield Only



Armor Some lines for armors are considered special and can only roll up to one special line at a time. This means that an armor cannot have Boss Damage and Physical Attack.

Bonus	Min	Max	Special	Exclusive
Boss Damage	1%	5%	Yes	
STR	4	18	Yes	
DEX	4	18	Yes	
INT	4	18	Yes	
LUK	4	18	Yes	
Accuracy	1	6	Yes	NOT Gloves
Physical (Magical) Attack	2	12	Yes	NOT Gloves
Physical (Magical) Pierce	1.5%	7.4%	Yes	Gloves
Movement Speed	2%	7%		Shoes
Health	15	55		
Physical (Magical) Resistance	3	22		
Evasion	2	6		
Melee (Ranged) Damage Reduction	0.6%	2.6%		
Fire Damage Reduction	0.5%	2.6%		
Ice Damage Reduction	0.5%	2.6%		
Electric Damage Reduction	0.5%	2.6%		
Poison Damage Reduction	0.5%	2.6%		
Dark Damage Reduction	0.5%	2.6%		
Holy Damage Reduction	0.5%	2.6%		
Stun Duration Reduction	0.6%	3.1%		
Restores Health on Defeating an Enemy	3	10		
Knockback Resistance	1	4		

Accessory

Bonus	Min	Max	Exclusive
Piercing	0.3%	4.0%	
Melee (Ranged) Damage	1%	6%	Belt, Earring, Ring
Critical Damage	40	210	
Critical Rate	10	70	
Attack Speed	2%	5%	
Accuracy	1	7	Earring, Necklace, Ring
Boss Damage	1%	6%	
Fire Damage	0.5%	2.9%	
Ice Damage	0.5%	2.9%	
Electric Damage	0.5%	2.9%	
Poison Damage	0.5%	2.9%	
Dark Damage	0.5%	2.9%	
Holy Damage	0.5%	2.9%	
Fire Damage Reduction	0.5%	2.9%	Belt, Cape
Ice Damage Reduction	0.5%	2.9%	Belt, Cape
Electric Damage Reduction	0.5%	2.9%	Belt, Cape
Poison Damage Reduction	0.5%	2.9%	Belt, Cape
Dark Damage Reduction	0.5%	2.9%	Belt, Cape
Holy Damage Reduction	0.5%	2.9%	Belt, Cape
Physical (Magical) Pierce	1.5%	6.4%	Necklace
Movement Speed	2%	7%	Cape
Debuff Duration Reduction	1.5%	5.9%	Cape
Knockback Resistance	1	4	Belt, Ring
Stun Duration Reduction	0.6%	3.1%	Earring, Necklace



Sockets

Earrings, necklaces, and rings can have up to three sockets for gemstones. These sockets are unlocked through the socket system found in the item menu. To unlock a socket an identical base item with the same number of sockets must be consumed as a catalyst for each attempt. For example, a **Kandura's Pendant** with 0 sockets can have a socket potentially unlocked by consuming another 0 socket **Kandura's Pendant**. The upgrade chances with each attempt are:

Sockets	Chance
0 to 1	50%
1 to 2	45%
2 to 3	40%

These chances can be increased marginally through increasing the Prestige rank. Upon success or failure the catalyst is consumed. This means that with perfect luck, it requires eight 0 socket accessories to make one 3 socket accessory.

Pets

Pets are companions in the game that follow your character and provide support. Pets can either be combat or non-combat pets. Non-combat pets are obtained through the cash shop or seasonal events. Combat pets can be found across the Maple World and be caught through the pet taming system. All pets have the ability to automatically use up to two different potions on your character at specified health breakpoints. Combat pets will also attack enemies and deal a marginal amount of extra damage. These combat pets also provide significant stats through bonus talents and a hidden bonus attack boost. First, **Rare** pets provide a bonus talent, **Exceptional** pets provide two bonus talents, and **Epic** pets provide three bonus talents. These bonuses are unlocked as your pet levels up, to a maximum of level 50. The potential bonus talents are:

Bonus	Min	Max
Piercing	0.4%	4.0%
Total Damage	0.4%	4.0%
Melee (Ranged) Damage	0.6%	4.2%
Physical (Magical) Piercing	0.5%	5.0%
Attack Speed	1%	5%
Movement Speed	1%	5%
Physical (Magical) Attack	1	16
Accuracy	1	5
Critical Damage	18	180
Critical Rate	6	60
Health	17	170

Pets also provide a bonus attack boost which is not represented on the character stats sheet. This bonus is equal to 40% of the pet's base attack. For each quality of pet at level 50, this is equivalent to:

Quality	Bonus Talents	Base Attack	Bonus Attack Boost
Non-Combat	0	0	0
Normal	0	450	180
Rare	1	750	300
Exceptional	2	1050	420
Epic	3	1700	680
Legendary*	4	4100	1640

* Not released in GMS2 yet.



Boss pets, while limited to an [Exceptional](#) quality, have a bonus ability which can be useful in parties. Thanks to /u/lcytetsu for the information below

Pet Tricks	
Pets With Tricks	Trick Description
Balrog	Pet Attcks have a chance to Stun Target for 3 Sec
Pyrros Fard	Pet Attcks have a chance to Increase Owners Movement Speed by 5% for 5 Sec
Kabo	Pet Attcks have a chance to Reduce Targets Attack by 2% for 5 sec
Varrekant	Gound Mount Speed +5% while Pet is summoned
Kandura	Pet Attcks have a chance to Restore 100 Health to Owner
Nutaman	Pet Attcks have a chance to Reduce Targets Crit Rate by 90 for 5 sec

Courtesy of Thein, 108-Queenstown, NA West

Pet Farming An album of pets can be found in game under the pets menu. This album lists the locations for all possible tamable pets. To tame a pet, toss candies at a hungry tamable pet until it becomes docile. Then place a snare down and lead the pet to it. The rarity of the pet is dependent on two factors. First, the type of snare used. The [Dryad G3 Snare](#) is the highest tier snare and boasts the highest average rarity of pets. Second, the color of the hunger meter. Pets with red hunger meters usually take more candies to tame than pets with green hunger meters. Pets with yellow hunger meters are in the middle. The harder the pet is to catch, the more likely it is to be of a higher quality. Note that [Epic](#) pets are very rare and can take several weeks of grinding to obtain just one. The exact probability is unknown but a rough estimate is in the 1/2000 to 1/5000 range, using the highest tier snare.

To farm pets efficiently, it is best to stay on one channel and loop around the map like with Treva farming. New hungry pets will only appear if the entire pack of enemies is killed. To cycle them out as fast as possible, I recommend making a circular route that maximizes the number of packs killed per minute.

Pet Skins Pet skins are a cosmetic badge that can be obtained through the cash shop. Equipping a pet skin will change the look of the currently equipped pet to that of the pet indicated on the pet skin badge. A side effect of this is that the pet will also gain the attack animations of the pet on the pet skin badge. Since not all pets have the same animation speed, this means that certain pets will deal more DPS than other pets. Personally, I think this is marginal as pets do not account for a significant amount of damage dealt in end-game raids, but a list of these values are posted below. Thanks to /u/ACHillBear for finding these values.





Hard Dungeons

Raids (WIP)

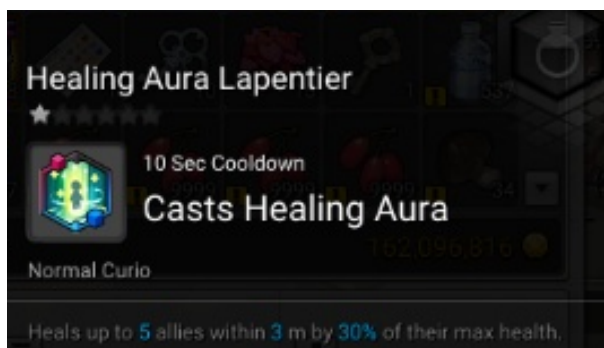
Raids the main hardcore end-game content available in the game. Raids require understanding of each boss' unique mechanics, planning of party composition, and resource investment through party buffs. Raids are where **Legendary** equipment can be obtained. Each raid is limited to 6 clears/week and 3 clears/day. Some raids will have two modes, Normal and Hard. The Normal versions allows a smaller party to take on a significantly weaker version of the Hard raid boss. This Normal mode is very useful for learning the mechanics of the fight before attempting the Hard version. Note that for many players, clearing a raid for the first time may take up to weeks due to the difficulty level. Experienced players may attempt to clear raids with fewer players for an additional weekly reward.

Since there are plenty of good guide out there already for every raid, I will clarify certain confusing mechanics and give tips here.

Rewards The reward for clearing a raid will be a **Legendary** piece of gear corresponding with that raid. Since this gear is randomized it is possible that it will be for another class. It can either be sold on the Black Market using Trader's Ribbons or dismantled for **Legendary** fragments (non-accessories only). A certain number of these fragments can be used to obtain a **Legendary** box which contains a piece of gear corresponding to the player's class and the specific raid the dismantled item was from. For example, a Priest may dismantle any three **Legendary** items from the Chaos Devorak raid to obtain their choice of a **Legendary** Helmet, Shoe, or Glove for the Priest class.

Raid	Level	Reward
Chaos Devorak	Level 50	Headgear, Shoes, Gloves
Chaos Captain Moc	Level 50	Top, Bottom
Chaos Papulatus	Level 50	Weapon
Chaos Infernog	Level 50	Accessories

Tips Healing Aura Lapentiers from the Blue Star shop are amazing for any raid. It is essential that you keep yourself and your party members alive by using these as emergency heals.





Chaos Devorak

Devorak is a great introductory raid boss because it teaches players the basics of class roles and boss mechanics. Although Devorak hits hard, his attacks are extremely slow and have a very clear telegraph. While trying to take the boss down is usually the main objective, your team will also have to deal with 'ads' (additional enemies).

My recommended party setup for this raid is: Knight (Tank), Priest (Support), Heavy Gunner/ Rune Blade (Support/DPS), and DPS x7. It is usually the Heavy Gunner's or Rune Blade's job to kill the healing ads and the Knight's job to clear the elemental ads in the center of the map.

Goal	Value
Minimum Gear Score	4500
Weapon	+13 Epic or Better
Base Accuracy	91+
Physical (Magical) Piercing	10.0%-16.6%
% Piercing	15%+
% Bonus Damage	10%+
Pet	Level 30 Exceptional or Better
Damage	80m+

Chaos Captain Moc

Fruit Tart

Goal	Value
Minimum Gear Score	5900
Weapon	+15 Epic or Better
Base Accuracy	91+
Physical (Magical) Piercing	10.0%-16.6%
% Piercing	20%+
% Bonus Damage	15%+
Pet	Level 30 Exceptional or Better
Damage	100m+

...

Chaos Papulatus

Goal	Value
Minimum Gear Score	7800
Weapon	+15 Epic or Better
Base Accuracy	94+
Physical (Magical) Piercing	10.0%-16.6%
% Piercing	20%+
% Bonus Damage	15%+
Pet	Level 50 Exceptional or Better
Damage	200m+

General Guide ...

Bomb Trick ...

Dark Stars ...



Chaos Infernog

Goal	Value
Minimum Gear Score	9000
Weapon	+10 Legendary or Better
Base Accuracy	103+
Physical (Magical) Piercing	10.0%
% Piercing	20%+
% Bonus Damage	20%+
Pet	Level 50 Exceptional or Better
Damage	125m+

Fortress Rumble

Guilds

Dailies and Weeklies

Dark Descent

PvP

Meso Making



Quick Links

Here are all of the external links and tools found in this guide

MS2 Free Market Subreddit



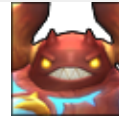
MS2 Free Market Discord



MS2 Codex Skills



Boss Timers



Buff Stacking



Damage Calculator



MS2 Damage Overlay



Gemstone Calculator



Pet Attack Speed





Thanks

파란너구리 (Inven)	Treva Routing
/u/ACHillBear	Pet Attack Speed
/u/Icytetsu	Pet Tricks
/u/Maygii	MS2 Damage Overlay
/u/Rhygrass	Damage Equations
Spadow	Youtube Class Videos
/u/TrylessDoer	Damage Calculator
/u/wanwan159	Food/Bufs