The Grimoire: A Battle Mage Guide



BaMilv*

The Grimoire: A Battle Mage Guide (Version 4.2)

Updated for:

2-Minute Burst Cycle Unification Level 3 Link Skills Ascent Skill

Introduction

This guide serves to provide the best available information there is to know about Battle Mage (maybe not certain super endgame stuff, but I'll include it if I have the answers for it). With information gathered in a single source mainly through (actual) players input, we hope to mitigate and correct any misinformation, misunderstanding, and assumptions that can be found in other guides online or possibly from ill-informed individuals. The contents of this guide are applicable to both **Global MapleStory (GMS)** and **MapleStorySEA (MSEA)**, with MSEA's terms in *Italic* after GMS's terms, and any server-specific

differences will be pointed out in its respective sections. This guide is best viewed on a computer but is also made with mobile Google Docs app viewing in mind, keeping tables to a minimum. Do note that certain very basic topics or general game mechanics, such as nodestones, weapon souls, profession, anything that is not Battle Mage specific, will not be included in this guide. Please seek help from somewhere else, be it google or asking someone, or even better, fuck around and find out. **Use document outline or Ctrl + F for easier navigation or keyword searching.**

Due to IRL commitments, new updates or major revisions of topics may take some time to prepare. So for the latest updates in game and verdicts, please head over to the <u>Battle Mage Discord</u>, where everything will be discussed there. If any mistakes are found, or you have an idea you would like to share, you may drop it in #server-suggestions channel in the Battle Mage discord.

Due to weird mistranslation/localisation, Ambassador Scythe, Death Scythe, Reaper Scythe —sometimes with apostrophe s— (the attack that replaces Finishing Blow during Aura Scythe's skill duration) will be unifiedly referred to as **Reaper's Scythe** in this guide.

Happy reading and may Nexon Buff BaM.

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Class Overview

Introduced as one of the original Resistance classes, Battle Mage (**BaM**) is a **DPM support class** with a dark electro-punk aesthetic, able to dish out great

damage while providing supportive skills that weaken enemies, reduce incoming damage, and buff party members to maximise damage. Known for her incredible mobility, survivability, and flashy skill set, Battle Mage offers a fast-paced, close-quarters combat playstyle that closely resembles that of a Warrior, while retaining a teleport. Unlike conventional Magicians, Battle Mage uses only a Staff as her primary weapon, with no alternative weapon options, and a Shield as her optional but preferred secondary weapon.

The supportive aspect of the class primarily comes from Battle Mage's Auras. Any selected Aura is applied to you and your party members within close proximity at 100% uptime, with the exception of Weakening Aura functionally applying onto the enemy itself.

Main benefits Battle Mage offers include:

• 5% Final Damage (Hyper Passive) and 20% IED with Weakening Aura /



Debuff Aura against Bosses



• Up to 8% Final Damage in total with Weakening and Dark Aura applied simultaneously (or when Aura Scythe is active)

Other notable buffs with great uptime include:

• +1 Attack Speed with Yellow Aura



HP recovery with **Draining Aura**



• Dispel with Blue Aura (Hyper Passive)



• %HP attack reduction and nullification of some attacks with Party Shield



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Pros, Cons, and Nons

Pros (+) for what we're great at, Cons (-) for what we're not, Nons (•) for something worth pointing out.

+ Mobility

Featuring the REAL best Teleport in the game, usable almost anytime and anywhere, granting excellent survivability without relying on i-Frames or %HP reduction passives. This level of mobility allows Battle Mage to excel in up-close boss fights, remaining highly adaptable to boss mechanics and attacks. However, it does require some know-how and some practice to fully realise its capability. Once mastered, it will make you hate every other class's teleports. And no, K***** Teleport is NOT better than Battle Mage's (While transformed).

+ Survivability

In addition to her exceptional mobility, Battle Mage also has access to an invincibility frame (i-frame) through the updated Ethereal Form. As well as Party Shield provides %HP damage reduction—an excellent asset for party survivability.

+ Support capability

Providing great party buffs and utility in boss fights.

+ Great summon-based mobbing

Grim Harvest, Altar of Annihilation, and Resistance Infantry make up a major part of BaM's mobbing capabilities. The revamped Altar now provides full uptime with huge coverage—comparable to Grim Harvest—able to clear half of a large map when placed strategically. Even when Grim Harvest is out, Aura Scythe and Abyssal Lightning can still easily cover the remaining areas. With mobbing largely centered around V-Matrix skills, farming in negative ARC/SAC maps becomes relatively doable.

+ Overall an easier class to start and to play

BaM performs well with minimal gear, and does not rely on an established Legion or specific Inner Abilities like Buff Duration, Cooldown Skip, or Attack Speed to play optimally. Adding to the fact that there's no gauge or buff to actively monitor. Contrary to what you may have heard, BaM is fun, simple, reliable, and **makes a good, if not**

great, Bossing Mule or a new Main, Legion Champion, and an excellent candidate for Hyper Burning and Challenger World.

- Subpar pre-200 experience

Having one of, if not, the shortest attack range for classes pre-200, with Dark Genesis and Sweeping Staff being the only two AoE attacks. An established link skills setup is recommended to aid with one-shotting and to make up for the lack in mobbing coverage. I'd assume you won't deem a class bad solely based on pre-200 mobbing, right?

- Casualty of the "Great Support Nerf" skill balancing patch
BaM's nerfed support capability may be overshadowed by party buffs
from non-support classes, e.g. Mechanic's Support Unit H-EX and
Shadower's Smokescreen.

- Burst lasts too long

Aside from Origin Skill, all of BaM's Burst skills last longer than the duration of Ring of Restrain, causing "burst leakage", making the class more of a DPM-class despite having Burst-class cooldowns.

Teleport might not be for everyone

Since Flash Jump is likely the more commonly practiced mode of mobility, shifting over to teleport might take some time getting used to. But boy would you be missing out a lot of what this particular teleport could do.

Short attack range

Though should be mitigated by BaM's excellent teleport and summons.

• Burst is essentially an enhanced version of DPM

Once Burst buffs are cast, you're back pressing the same buttons, doing the same attacks. This could mean that the gameplay is fairly consistent, or very one-dimensional

• Some micromanaging are still involved

While telecasting is pretty much out of style at this point, maintaining Dark Brand and Weakening Aura debuffs, and Altar placement are necessary for optimal damage, though it is built into Burst skills.

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Misconceptions

You may have been told that Battle Mage has been and will be receiving nerfs. Haha. Simply put, that is only true to a certain context, but in truth it is largely a damage shift rather than an outright nerf, while mitigating certain inconveniences. Remember, Battle Mage used to be an extremely high APM (actions per minute) class and required constant micromanaging to play correctly. Reason being Dark Brand debuff and Weakening Aura required constant recast for optimal damage, and the attack speed of Finishing Blow and Reaper's Scythe was restricted by Teleport's longer skill delay during constant telecasting even after achieving Attack Speed 10. These issues have since been alleviated, making BaM a lot more approachable and a much easier class to play. All in all, if Nexon were to only remove these playstyle inconveniences as they are, BaM would really be extremely potent.

Listed below are the major changes we've gotten over the past few balancing patches to fix said issues:

Ignition (GMS v237 / MSEA v218):

- Dark Shock's damage (by teleport) has been decreased from 225% to 100%. It now deals 150%p increased damage when attacking normal monsters.
- Dark Brand's damage (the debuff) has been increased from 350% to 400%.
- Battle Rage's damage boost has been decreased from 40% to 25%.
- Spell Boost's magic attack boost has been decreased from 25% to 10%.

Summary: Slight nerf in passive damage but made up by not having to telecast for optimal damage. Dark Shock's damage by teleport was significantly shifted over to Dark Brand debuff. Finishing Blow and Reaper's Scythe's attack speed is no longer restricted by teleport, though still limited to AS9 off burst.

Savior (GMS v242 / MSEA v223):

• Battle Mage skills have been changed to not being affected by Weapon Attack Speed (2), but by Magic Cast Speed (4) instead.

- Overload Mana's final damage boost has been decreased from 11% to 8% (at level 30).
- Battle Mastery's critical damage boost has been decreased from 20% to 15%.
- Dark Conditioning's attack speed boost has been removed (still a +1 gain overall).
- Grim Contract III's damage boost per character level has been removed. The damage has been increased to 500%.
- Altar of Annihilation's damage has been decreased from 1600% to 1525%.

Summary: Damage lost was offset by the increased damage from Grim Contract III and AS10 off burst. Overload Mana's damage was decreased but MP healing was made available full time even in blanket heal locks such as Will P2 and Verus Hilla.

Punch King Palooza / Energize (GMS v244 / MSEA v225):

- Dark Aura's damage boost has been decreased from 20% to 10%.
- Dark Aura Boss Rush's boss damage boost has been decreased from 10% to 5%.
- Weakening Aura Elemental Decrease's final damage boost has been reduced from 10% to 8%.
- Spell Boost now increases final damage by 5%.
- Aura Scythe and Grim Harvest's cooldown has been reduced from 100 seconds to 90 seconds.
- Master of Death and Abyssal Lightning's cooldown has been reduced from 200 seconds to 180 seconds.
- Altar of Annihilation's ready time has been reduced from 23 seconds to 20 seconds.

Summary: Slight nerf in Aura's party damage buffs but gained 5% FD to compensate. Burst cooldown has been reduced to align with other 3-minute classes.

TL;DR

All the changes mentioned above have only been damage shifts rather than outright nerfs.

We are still an excellent class by ourselves.

Support capability is still being sought after.

We do not constantly telecast for damage anymore.

We are still affected by Attack Speed.

And for Black Mage's sake, please do not ask if Battle Mage will get another nerf, if there is even one to begin with. None of us here work in Nexon, nor are we some sort of clairvoyant, psychic, fortune teller, or time traveler. WE DON'T KNOW.

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Upcoming Updates

Check out <u>#upcoming-updates</u> in the Battle Mage Discord!

Do I Still Need to Telecast?

TL;DR BELOW

Telecasting—often referring to the act of weaving Teleport between attacks continuously—was an essential mechanic for maximising damage output. It involved constantly hitting enemies with Dark Shock via Teleport, applying Dark Brand debuff onto said enemies, and then attacking those enemies to consume said Brand and deal additional damage. This mechanic has since been phased out in favour of a Dark Brand debuff that now persists through multiple activations. As a result, constant telecasting is no longer unnecessary, though maintaining the Dark Brand debuff remains important.

Previously dependent on occasional telecasting to maintain it, Altar of

Annihilation will now serve as the primary method for applying the Dark Brand debuff. To do so, summon Altar of Annihilation in a spot where the damaging orbs emitted by the Altar can consistently hit nearby enemies. The Dark Brand debuff will be continuously refreshed on hit, eliminating the need for any manual Dark Brand application, i.e. Telecasting. If enemies move out of the Altar's effective range, simply resummon in an appropriate spot, as the skill is now practically spammable with negligible cooldown.

Refer to DPM / Off-Burst on how to maintain optimal DPM.

Dark Brand debuff can also be applied by casting Dark Shock via Teleport, Dark Chain, or Battle Burst.

Perfect telecasting is neither required nor recommended for effective gameplay, though incorporating it strategically into combat routine remains advantageous for maximising survivability and damage output. Although It may yield increased —though extremely marginal— damage, attempting to telecast with every attack can result in death or damage lost if repositioning or input errors occur. However, it can still be practiced by casting teleport every two or more attacks.

TL;DR



Don't, and just forget Telecasting existed.

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Mobility

"We may be lacking in strength but goddammit we got mobility." —Zangratia.

Mobility is Battle Mage's *pièce de résistance*. Unlike standard teleport used by other teleport classes, Battle Mage's **Combat Teleport** is **more dynamic**, allowing for **rapid and precise repositioning** during battle. Its responsiveness makes it a core part of the class's aggressive playstyle—useful for dodging attacks, closing gaps, and maintaining pressure on enemies. Mastering Combat Teleport is key to optimising survivability and maintaining DPS. Notably, Combat Teleport was made client-side in the AWAKE update, meaning it is **no longer affected by ping**. And no—there's no need for a Flash Jump.

Mobility Skills



Combat Teleport / Teleport ver.2

- Able to teleport air-to-air, or ground-to-air, in four directions, on demand.
- Can be used once in midair and during most attack animations.
- Range can be optionally extended with Yellow Aura and Teleport Boost, refer Variable Teleport Distance.



Blink Jump / Rapid Leap

- Activate by pressing Up key and Jump key in midair.
- Great vertical height.
- Provides one additional teleport in the air after usage, allowing 2 possible **teleports in midair** with reduced delay. Resets upon landing.
- Highest vertical reach can be achieved with Up Teleport (from ground) → Blink Jump → Up Teleport twice.



Battle Burst

- Rush skill.
- Useful in Will P3.
- Quickest horizontal mobility can be achieved with Teleport → Battle Burst
- → Finishing Blow → Teleport.

(insert GIF)

Linking with Blow-type skills, i.e. casting Finishing Blow in succession (SPAM IT!) right after Battle Burst (or Dark Chain), cancels the endlag of Battle Burst's animation, allowing a more immediate Teleport right after.



Abyssal Lightning's Portal

- Activate by pressing Abyssal Lightning key with a directional key to a nearby portal.
- Portals are basically useless, we do not recommend using this at all.

Variable Teleport Distance

Battle Mage's Teleport can vary in distance through the use of **Teleport Boost**

and **Yellow Aura** (after learning Dark Shock). These two enhancements can be used individually or simultaneously, enabling greater flexibility and extended teleport range.

Teleport Boost functions as a simple toggle—activating the skill increases teleport distance. **Yellow Aura**, in addition to granting Attack Speed +1, also extends teleport range when active. If the extended range from Yellow Aura or Aura Scythe is not desired, it can be disabled by right-clicking the Yellow Aura skill icon. A lock symbol will appear to indicate that the range extension is turned off.

The Teleport Distance values are as follow (horizontal/vertical, in pixels):



Combat Teleport (default): 210/290



Teleport Boost (toggled on): +65/30



Yellow Aura (unlocked, toggled on): +80/40

Here's a simple visualisation of the different teleport distances:



Thanks WhoMuckBob for putting this together.

Telecasting

Just before you think it is totally gone for good, learning basic Telecasting remains an essential mechanic for optimal Battle Mage gameplay. While not having to do it constantly, Telecasting still plays a key role in maintaining survivability during boss fights while ensuring consistent damage output.

Up ↑

• Finishing Blow \longrightarrow Hold Up + Teleport \longrightarrow Continue

While being the easiest to perform and most reliable in dodging boss patterns, Condemnation may miss small to medium size Bosses if it attacks at the apex of teleport height.

• Finishing Blow → Left/Right + Teleport → Continue

This method forces you to reposition horizontally, which may be dangerous in situations where the floor is lava, or a falling debris is at the Point B of teleport. Condemnation may also miss if facing the wrong direction.

Wall ∖

• Finishing Blow → Holding arrow key pointing against the wall + Teleport

Due to the highly flexible nature of Combat Teleport, **it can be used directly into walls** while retaining Dark Shock's hitbox. This is highly useful in bosses like Verus Hilla, where attacks are forced to be done with limited space.

No, K****'s Teleport is *NOT* better than Battle Mage's (While Transformed)

(Yes, that is the running title. Bonus points if you get the reference. Intended title is How to best use Battle Mage's Teleport)

Unlike most teleports, Battle Mage has the ability to teleport **air-to-air**, **or ground-to-air** (upwards teleport to air) **on demand**, offering excellent maneuverability and adaptability, while still dealing damage to nearby enemies. An incredibly versatile tool, found especially useful in Bossing.

"When in doubt, TP (teleport) out" —IchiYume.

Best use case for upwards, ground-to-air teleport would be in Bosses with either **falling debris** or **close range attacks**. Proper timing of the teleport allows for evasion by moving above said debris or boss attack, eliminating unnecessary horizontal repositioning and thereby maximising survivability.

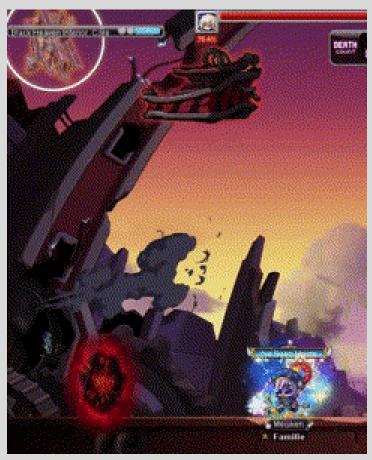


Figure 1a: (Boss is obsolete but technique is still applicable) Teleporting thru debris and platform, avoiding platform's destruction, and **dodging Lotus' Super Knockback attack**. Horizontal reposition is kept to a minimum since the floor is lava laser.



Figure 1b: Completely avoid falling debris and eliminate the need to reposition. Dark Sight who?

Pairing Teleport with Blink Jump can also be an effective way to briefly position oneself in the air, away from immediate danger. The float function of

Blink can further extend airtime if needed. While some may dismiss this technique as non-essential or unconventional, it offers significant flexibility and practical value, limited only by the player's reaction speed and creativity.



Figure 2a: "Ok but can Kaiser's Teleport do this?" -AbyssalAria

(To be added)

Figure 2b: "Kaisers can never do this." - Who Muck Bob

(To be added)

Figure 2c: Using "Highest Vertical Reach" or teleporting to the ceiling to avoid Darknell's big ass slash.

While having a teleport is always good, Kaiser's teleport functionality is notably inconsistent. It is only accessible during Final Form—a state with limited uptime that relies heavily on Buff Duration. Even when active, it lacks the versatility found in Combat Teleport, making it, at best, comparable to the teleport used by Explorer Mages or Kanna. Its only bragging right is an almost infinite vertical reach, which offers minimal practical value in bossing scenarios due to the requirement of a platform to activate it. And that pseudo-teleport having a 5-second cooldown, falls short in providing reliable mobility. All in all, while I agree that having fun mobility does not necessarily translate to good mobility, there's a clear distinction between restrictive and well-designed mobility tools. Comparing an evidently compromised and restrictive mobility to a great one is not only misleading but overlooks the core aspects that define truly great movement systems.

Auras

Auras are BaM's primary source of party utility. Only one aura can be toggled at a time and the active effect of any selected Aura is applied to you and your party members within close proximity at 100% uptime, with the exception of Weakening Aura applying onto enemies instead.



Hasty Aura / Yellow Aura

- Attack Speed +1 Active (breaks speed cap)
- Attack Speed +2 Passive
- Extends Teleport range (right click in Skill tab to turn this off) after learning Dark Shock.



Draining Aura / Drain Aura Sometimes referred to as Red Aura

- 1% damage dealt recovered as HP
- Heal occurs every 5 seconds
- Recovered HP cannot exceed 20% of Max HP
- Passively recovers 2% Max HP + 1000 HP every 4s, and 1% Max HP for each enemy killed
- MP healing effect has been shifted to Ordinary Conversion

Draining Aura will work through pot locks like Black Mage's black curse. However, it does not persist through blanket heal locks like Will P2 and Verus Hilla.



This aura's Hyper Skill (Blue Aura - Dispel Magic) is functionally similar to Bishop's **Dispel** on a 5 second timer. The first dispel occurs ~2s after the aura is applied, repeating every 5s afterwards, with an animation to signify its effect. Statuses dispelled include seduce, befuddle/direction reverse, zombification and Verus Hilla's blue attack stun. It will not work on stuns represented by spinning mushrooms above your character's head, Seren stuns, or Black Mage curses.

As for Blue Aura's non-Hyper functions, Abnormal Status Resistance serves very little purpose and Damage Taken does not work on %HP Damage from bosses.



🐸 Dark Aura

Damage +10%



Dark Aura Hyper Passive Bonus:

Boss Damage +5%



Weakening Aura / Debuff Aura

Enemy Defense -20% (multiplicative)

The debuff requires 2 seconds to apply and lasts for **60 seconds** after aura deactivation, and must be maintained for maximum damage. An aura (as pictured below) will appear under the enemy, along with an audio cue, indicating the debuff has been applied. Activating Aura Scythe replicates the same effect. To maintain Weakening Aura debuff, toggle on Weakening Aura to recast the debuff or cast Aura Scythe whenever the skill is off cooldown. After Aura Scythe is on cooldown, the debuff should persist until the next Aura Scythe cast.



w

Weakening Aura Hyper Passive Bonus:

Final Damage +5%

All Enemy Elemental Resistance debuffs (e.g. Dawn Warrior's True Sight - Enhanced and Blaze Wizard's Final Orbital Flame - Fox Mischief, which had a similar effect to Final Damage) have been phased out as of **The Dark Ride** / **Chaser** update.

Which Aura to Use?

Mobbing:

Yellow Aura is generally used for mobbing for its attack speed and increased teleport range. Since Yellow Aura is also a soft cap breaking skill, you can reach AS10 with only Decent Speed Infusion in addition. Should you need extra damage to achieve one-shot, use Dark Aura instead.

Bossing:

Weakening and Dark Aura are the two primary Auras for damage. Weakening Aura should be applied first onto enemies before switching to Dark Aura to maximise damage. To do so, cast Weakening Aura before entering boss maps or before phasing, then switch to Dark Aura and proceed with burst. To maintain Weakening Aura's effect, cast Aura Scythe whenever it is off cooldown. When Aura Scythe is on cooldown, Draining or Blue Aura can be used for its respective functions if needed, otherwise, remain in Dark Aura.

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Party Shield

Party Shield protects against enemy attacks and reduces %HP attacks by 10%. It has a base duration of 30s and cooldown of 120s. With Party Shield's Hyper selected, duration goes up to 41s and cooldown down to 105s

(with Rank SS Mercedes Legion). Neither Buff nor Summon Duration affects the uptime of Party Shield.

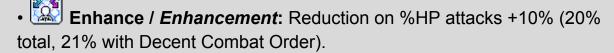
Hyper Skill boosts can be used when bossing:



Cooldown Cutter: Cooldown -8% (-10s base)



Persist: Duration +11 seconds



The skill will negate all contact damage. The shield's effects are similar to an 'untouchable' debuff applied by Night Lord's Showdown, Mercedes's Wrath of Enlil, and Fire Poison Mage's Flame Haze. It is best used before a boss attack due to its start-up animation and It will protect you after it flashes outward.

Party Shield also negates some boss attacks. If a boss or attack is not listed here, assume only %HP reduction is applied instead.

Arkarium

Screen crack FMA

Zakum

- Fire during platforms
- Red laser during platforms

Chaos Crimson Queen

Fire curse

Pierre

Blue hat tornado fire

Magnus

Dash

Papulatus

- Laser cross FMA
- Floor rifts ("Beware! A rift in time is coming... watch out for the floor!")

Damien

- P2 Dash
- P2 Petrify/mash FMA

Will

- P1 crack FMA (both before test and after)
- P2 webs
- P3 poison proximity damage (Stacking fully boosted Party Shield and Kanna's Blossom Barrier renders you basically immune to all attacks in P3)

Verus Hilla / Heretic Hilla

• Greed Echo touch damage

Black Mage

• P1 dash (also prevents both curses)

Chosen Seren

- Dash (both P1 and P2)
- P2 Sunset 1-2 of 1-2-3 slash
- P2 Sunset fire walls

If a boss or attack is not listed here, assume only %HP reduction is applied instead.

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Weapon, Secondary, Emblem (WSE)

Primary Weapon

"Go to the Ellinia weapon shop, buy a level 8 wand, and try using Finishing Blow (or any Blow skill) with it."—Necrobook.

Battle Mage is a **STAFF-ONLY class**. Get a staff.

Secondary Weapon



RIP Chadwick Boseman. #WakandaForever

Shield is the preferred choice of Secondary Weapon for Battle Mage, as well as other staff-wielding Magicians. Unlike most class-specific secondaries, Shield can be **Scrolled** and **Star Forced**, giving **additional INT and Magic Attack**.

Use **Deimos Sage Shield**. Recipe of which is obtainable by **defeating Normal Cygnus**.

Obtaining the recipe by **farming** other monsters is **not recommended**. You're better off farming for more mesos to cube it in the future than to spend the time farming for this 1 thing that could potentially take you HOURS.

Alternatively, VIP Magician Shield / Imperial Magician Shield for tradeability.

The shield may be scrolled with any preferred Armor Magic Attack scrolls available in your respective servers. **Consult players/discord of that server for a better answer.**

A fully Star Forced Deimos Sage Shield should look as such: Heroic:



Thanks Bavening for the pic!

Interactive/MSEA:



Scrolled with 15% INT spell traces. Thanks mlxg for the pic!

The only purpose for a Magic Marble is a placeholder until attaining a shield. After that, please throw it



Mighty Car Mods is the GOAT.

WSE Optimisation

Anywhere between 7/2/0 to 9/0/0 (Magic ATT/Boss Damage/IED) is viable. Due to individual differences in multitude of factors, it is impossible to recommend a perfectly optimised WSE line for everyone.

Try using WSE Calculator

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Skill Overview

Notable Skills



Finishing Blow

• BaM's bread and butter skill, with built in +25% Critical Rate and +20% IED



Dark Shock

- Two parts to this Skill: Dark Shock and Dark Brand
- Dark Shock activates by Teleport
- Dark Brand is applied onto enemies hit with Teleport
- Dark Brand is also applied via Altars of Annihilation, Battle Burst, and Dark Chain
- Brand lasts for 15 attacks, for 30 seconds.
- Attacked Brand does 4 lines (+20% Boss Damage)



Condemnation / Summon: Death

- Long range attack that supplements both Bossing and Mobbing
- · Gauge charged by killing 6 mobs, 2 Boss hits count as 1 mob
- Attack reactivates passively every 5 seconds, lowered considerably by Master of Death
- Unaffected by Cooldown Skip or Cooldown Reduction (It is a reactivation, not a cooldown)



- Screenwide attack that clears mobs quickly
- Passively procs Final Attack when attacking enemies
- Final Attack also procs Dark Brand
- · Not recommend to cast this skill for bossing



Battle Burst

- Rush skill
- Endlag cancellable with Blow skills
- Applies Dark Brand on enemies
- Pseudo-Super Stance Cancels super knockback if timed correctly, but hitstun will still apply



Dark Chain

- Pull skill
- · Endlag cancellable with Blow skills
- Applies Dark Brand on enemies
- Good range for a stationary attack

Hyper Active Skills

Hyper Active Skills do not benefit from Buff Duration.



Master of Death

- Adds 1 line to Finishing Blow and Reaper's Scythe (and other Blow skills)
- Reduces Condemnation charge to killing 1 mob/attacking a boss 2 times
- Increases Condemnation's Final Damage by 50%
- Heavily reduces Condemnation cooldown while attacking with Dark-attribute skills



Sweeping Staff / Battle King Bar

- · First 2 attacks occur during staff windup
- Procs brand twice

- Excellent vertical range
- Used primarily as a Mobbing skill but also provides a small boost to Bossing



For Liberty / Will of Liberty

Stacks with other Resistance classes

Buffs and Toggles

Buffs and Decent Skills (Recommend placing under Pet Auto Buffs)



Staff Boost

• Attack Speed +2



Decent Sharp Eyes

• Critical Rate +10%, Critical Damage +8%



Decent Combat Order

• All 4th Job Skills Level +1



Decent Holy Symbol

• EXP and Drop Rate, increases by Level

Passive Decent Skills



Decent Speed Infusion

Attack Speed +1



Decent Advanced Blessing

• ATT +20, Magic ATT +20

Toggles

Always on:



Condemnation / Summon: Death



Dark Shock

Notable Auras:



Hasty Aura / Yellow Aura



🕯 Dark Aura



Weakening Aura / Debuff Aura

For extra Teleport range:



Teleport Boost

Optional, for additional damage:

Mana Overload (Note that skill automatically turns off when MP is depleted)

Useless Skill



• Try using this skill in a Boss map

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Hyper Passive Skills

Unlike most class Hyper Passives which are more oriented towards main attack skills and more straightforward in terms of selections, BaM's Hypers serve to boost support capabilities and Dark Genesis, with the selection largely depending on personal preference and playstyle. I.e. There isn't a one-size-fits-all Hyper Passive setup. Play around with the class, experiment, and mix-n-match as you see fit.

As a general rule, **Dark Aura - Boss Rush / Boss Killer** and



Weakening Aura / Debuff Aura - Enhance should be prioritised in any setups. These two Hyper Passives provide the foundation of Battle Mage's support strength, significantly enhancing party performance during boss fights.

Dark Genesis - Cooldown Cutter reduces Dark Genesis's cooldown, which is useful for mobbing. Post-HEXA, having this selected does not affect HEXA Dark Genesis: Death Whip's cooldown and may interfere with its use, so not recommended.

Dark Genesis - Reinforce is recommended for Hyperburn if extra damage is needed to secure one-shot kills. This Hyper applies to HEXA Dark Genesis: Death Whip, which sees use in bossing.

Dark Genesis - Additional Reinforce / Proc Reinforce recommended, as it only provides a minimal increase to Final Attack, a skill that contributes very little overall damage. However, in content where Party Shield has no utility —such as Culvert and Dojo—or in boss fights where Party Shield is unnecessary, this can be used for a slight damage boost.

"As a BaM we need to scrape the bottom of the barrel for damage." —WhoMuckBob.

Blue Aura - Dispel Magic is an extremely niche yet surprisingly useful Hyper, especially in **Tenebris Bosses and beyond**. While the timing of the dispel effect is difficult to control, its utility in specific situations can be life-saving. Individual mileage may vary.

Party Shield - Cooldown Cutter may offer greater timing flexibility, but the resulting cooldown may not necessarily be beneficial enough, especially in





Enhance may be more effective instead. Again, YMMV.

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V Matrix (5th Job Skills)

For a more detailed explanation of V Matrix and its systems in general, check this video:

■ Welcome to Maplestory! 5th Job and V Matrix Explained (Learning Serie...

V Matrix skills do not benefit from Cooldown Reset, Buff or Summon Duration.

Battle Mage Specific Skills



Aura Scythe / Union Aura

- All Aura effects applied simultaneously, including Hyper Skill bonuses
- Changes all Blow skills to Reaper's Scythe
- Excellent horizontal range applied to Blow skills
- Duration increases from 21s (IVI 1) to 25s (IVI 30)

Altar of Annihilation / Black Magic Altar

- #wheres-new-altar
- Large AoE summon, comparable to Grim Harvest
- Requires only 1 Altar to activate; maximum 1 can be summoned; multiple altar feature removed
- Negligible cooldown, resummon whenever necessary
- Applies Brand, and activates Final Attack
- Does not activate Sol Janus



Large AoE summon

- Press skill key again to resummon to your current position, 10 seconds cooldown between resummon
- Defeated monster/boss hit adds 0.2/2s to duration, max 3s increase per attack
- Master of Death doubles frequency of attacks but removes duration increase



Abyssal Lightning

- How to use the portal? That's the neat thing, you don't.
- Lightning drops on 8 enemies when Dark Shock hits/branded enemy is attacked
- Brand debuff now last for 45 attacks during skill's duration
- · 2s invincibility frame during start up and end animation

Magician / Resistance Specific Skills



Mana Overload

- Consumes additional 2% Max MP to increase Final Damage on certain skills
- Condemnation, True Arachnid Reflection, Solar Crest are not affected by this skill
- Skill automatically turns off when MP is depleted



Ethereal Form (E-Form, eform)

- Full-on Invincibility Frame (i-Frame, iframe) for 3 seconds; damage reduction feature removed
- · Attacks are not possible during the effective duration, only walking is possible
- · Clicking the skill again deactivates it
- Cooldown decreases from 75s (Ivl 1) to 60s (Ivl 30)



Resistance Infantry

• Short cooldown, placeable summon



Maple World Goddess' Blessing

Boosts stats and damage%

Boost Nodes / Enhanced Cores

Primary Boost Node:

BaM's essential skills for both Bossing and Mobbing.



Finishing Blow

BaM's bread and butter skill, also boosts Reaper's Scythe's damage.



Dark Shock

Highest damage contributing skill, aside from Origin. Boosts the damage of both Dark Shock (Teleport) and Dark Brand (Debuff).



Condemnation / Summon: Death

Supplements Bossing damage and Mobbing. Skill activates passively.

Secondary Boost Node:

Mainly consisting of BaM's short cooldown, supplementary skills. Since Sweeping Staff and Dark Genesis Final Attack contribute relatively little to bossing damage, this boost node can be temporarily replaced with a skill node instead. However, because unlocking HEXA Mastery requires the corresponding V-Matrix Boost Nodes to meet a minimum level, it's still best to craft and equip this boost node. Battle Burst or Dark Chain is typically chosen as the sixth boosted skill—not for its damage, but simply because BaM has a relatively limited skill pool, leaving nothing else worth boosting.



Sweeping Staff / Battle King Bar

One of BaM's short cooldown skills, used often in Mobbing but also provides a small boost to Bossing damage. **Recommend to use even if not boosted**.



A screenwide attack that clears mobs quickly, used often in Mobbing but **not** actively used in Bossing. Also boosts Passive Final Attack's damage.





Battle Burst or 🕮 Dark Chain (Filler)

Neither skills are slotted in for damage purposes. Battle Burst is often used in mobbing and in some bossing scenarios for its pseudo-Super Stance effect, or is the preferred mode of mobility over teleport. Dark Chain can be slotted in instead should you desire.

Secondary Trinode can also be arranged as such to enhance the damage of both Dark Chain and Battle Burst:

















(I call this the Necrobook's Trinodes)

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V-Matrix Leveling

More efficient to level everything up equally nowadays.

High Priority

Most of your damage or progression will come from these skills.



Primary Trinode

Boost nodes should not be crafted from nodeshards. Opening more nodestones will eventually get you more trinodes to level up.



Aura Scythe / Union Aura

- Duration increases from 30s (level 1) to 40s (level 30).

• 🐻 Altai

Matar of Annihilation

- Strong at level 1, great for both Mobbing and Bossing.



Abyssal Lightning

- Strong at level 1, burst skill that excels in Mobbing.



Grim Harvest / Grim Reaper

- Strong at level 1, less uptime (30-40/90s) in bosses than Altars.



🚵 Decent Holy Symbol

EXP Rate / Drop Rate increases from +20% / +14% (level 1) to +35% / +24% (level 30).





Second trinode

- Again, boost nodes should not be crafted from nodeshards.

Recommended

Medium priority. Supplements both damage and overall experience.



Mana Overload

- Final Damage increases from 5% (level 1) to 8% (Level 30).



Ethereal Form

Cooldown reduces from 75(tbc) seconds (Level 1) to 60 seconds (Level 30)



Resistance Infantry

- Short cooldown, placeable summon.

Maple World Goddess' Blessing

- Supplements burst damage.



It's a bind.

Trivial

Low Priority in terms of leveling.



• 🌃 Rope Lift

 Additional stats can be gained, but it's not a lot of stats. You may have it at level 1 and leave it as is.

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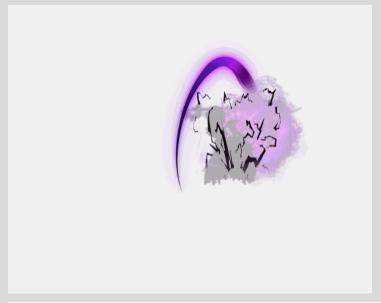
HEXA Matrix (6th Job Skills)

Mastery Node / Mastery Core

To activate HEXA Matrix Mastery node, the corresponding skill's **V Matrix Boost node must be at least Level 40 excluding Matrix Point Levels** (the +5 doesn't count). No exception for HEXA Masteries that boosts 2 or more skills. The minimum requirement is listed in the HEXA Matrix UI, refer to that and proceed accordingly.

E.g. HEXA Condemnation requires the Boost node of Condemnation in V Matrix to be Level 40 and above.

Mastery Node 1







HEXA Condemnation / Death VI

- Why were the red eyes removed on the new skill icon, Nexon?
- Increased attack range over regular Condemnation
- Charged by killing 6 mobs, 2 Boss hits count as 1 mob
- Collects a soul every time Condemnation defeats 4 enemies or hitting a Boss with Reaper's Scythe 3 times
- Once 4 souls are collected, the next Condemnation is enhanced, dealing more damage

- Attack reactivates passively every 4 seconds, lowered considerably by Master of Death
- Unaffected by Cooldown Skip or Cooldown Reduction (It is a reactivation, not a cooldown)

Mastery Node 2



HEXA Finishing Blow / HEXA Sweeping Staff

• Single node boosts both HEXA Finishing Blow and HEXA Sweeping Staff







HEXA Finishing Blow / Finishing Blow VI

- #wheres-new-fb
- Increased range over regular Finishing Blow
- Level 1 unlocks the full 50%p damage increase to Reaper's Scythe (300% on V, 350% on HEXA, before V-Boost Node multiplication)
- Reaper's Scythe cast effect is changed with increased range



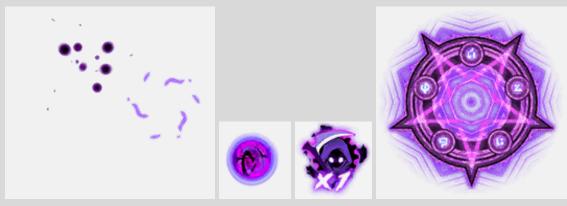


HEXA Sweeping Staff / Battle King Bar VI

- #TeamSS or #TeamBKB?
- Increased range over regular Sweeping Staff

- Activates as 5 strikes, with chances to activate Final Attack for each individual strikes
- Procs Dark Brand 5 times minimum, with additional from Final Attack

Mastery Node 3

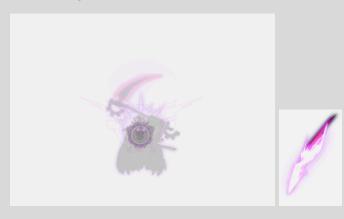




HEXA Dark Shock / Dark Shock VI

- · Youknowhowloooongivebeenwaitingforthis?
- Functionally the same as regular Dark Shock, with a new addition: Dark Pentacle
- Dark Brand debuff now lasts for 30 attacks, double that of regular Dark Shock, for 30 seconds
- Dark Pentacle, an additional attack, activates after every 15 Dark Brand procs
- Reaper debuff indicates remaining hits to the next Dark Pentacle activation
- 20% boss damage increase to Dark Brand and Pentacle

Mastery Node 4





HEXA Dark Genesis / Dark Genesis VI

- Y U NO boost Battle Burst with this?
- Final Attack chance now at 80% (over pre-HEXA at 62%)
- Only appear when Cooldown Cutter (Hyper Passive) is selected
- Not recommend casting this skill for bossing
- Also boosts the damage of HEXA Dark Brand





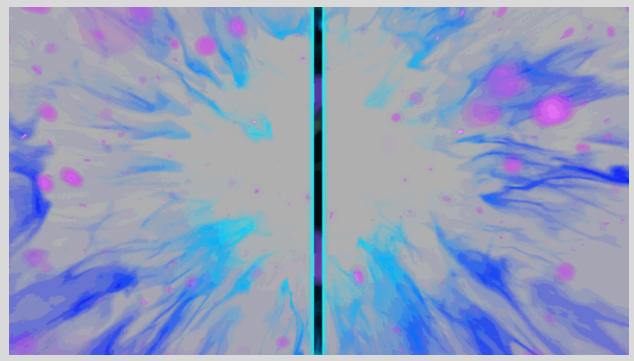
Dark Genesis: Death Whip

- Every 30 seconds, Dark Genesis is enhanced into Dark Genesis: Death Whip, indicated by the triangular lightning in its skill icon
- Dark Genesis defaults to Death Whip when Cooldown Cutter (Hyper Passive) is not chosen
- Activates as 6 strikes, with chances to activate Final Attack for each individual strikes
- Procs Dark Brand 6 times minimum, with more from Final Attack
- Recommend casting this skill for bossing

Skill Node / Skill Core

Level 10, 20, 30 stat bonuses apply additively.

Origin Skill

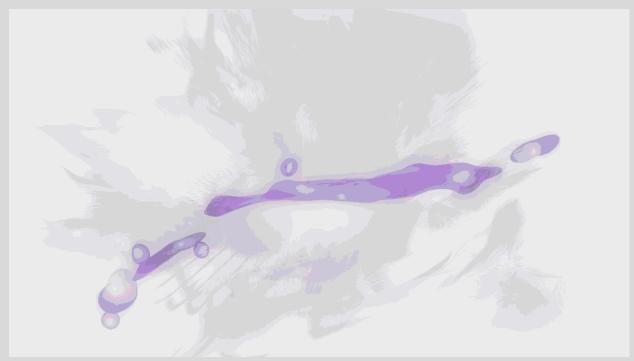




Crimson Pact / Crimson Pactum

- Excellent single button Burst skill, grants i-Frame during casting animation
- No, that is the Grim Reaper, not the Black Mage
- Two part attack, 48 strikes on the first part, 22 strikes on the second. All 70 strikes count as direct attacks
- Activates Final Attack, proceing more Dark Brands
- Animation lasts for 6.45 seconds, with i-Frame lasting for an additional second (~7.5 seconds of i-Frame)
- Activating this skill after an up jump locks your character in air, useful in Damien P2
- Oh boy is the animation gorgeous
- Applies a 10 seconds Absolute Bind, separated from regular Bind
- Use this skill DURING BURST, with Oz Ring and Terms & Conditions activated
- "Every 6 mins we get a taste of how a Night Lord feels with that juicy burst." —SJ

Ascent Skill (NOT YET!!!)





Gloomy Aura

- Single button attack skill, grants i-Frame during casting animation
- Lil Reaper is angy
- DOES NOT activate Final Attack or proc Dark Brands
- Animation lasts for ~3 seconds, with i-Frame lasting for an additional second (~4 seconds of i-Frame)
- · Activating this skill after an up jump locks your character in air
- Usable 3 times during boss battle and Culvert . In other fields, it has a 240 second cooldown
- Not affected by short damage increasing buff, so best to use this skill off-burst

Boost Nodes / Enhance Cores

To activate HEXA Matrix Boost node, the corresponding skill's **V Matrix Skill node must be at least Level 25 excluding Matrix Point Levels** (Yes, Max level without the +5).

The minimum requirement is listed in the HEXA Matrix UI, refer to that and proceed accordingly.



Increases Final Damage by 60%



Increases Final Damage by 60%



Increases Final Damage by 60%

Abyssal Lightning Boost / Abyssal Lightning Enhance

Increases Final Damage by 60%

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HEXA Skill Build / Stats

To activate Mastery or Boost nodes, the corresponding skill(s)'s V Matrix Boost node must be at least Level 40 and Level 25 EXCLUDING Matrix Point Levels (the +5/+10 doesn't count). No exception for HEXA Masteries that boosts 2 or more skills. Make sure your V-Matrix Trinodes are at Level 20 EACH and Skill Nodes at Level 25 before even thinking about unlocking HEXA Mastery or Boost nodes. E.g. HEXA Finishing Blow / HEXA Sweeping Staff node requires the Boost node of BOTH Finishing Blow and Sweeping Staff in V Matrix to be AT LEAST Level 40 and above. **EXCLUDING** Matrix Points Levels. (the +5/+10 doesn't count).

For more detailed information regarding HEXA Matrix, leveling cost, etc, check out this link below:

https://maplestorywiki.net/w/HEXA Matrix



Calculated based on Sol Erda Fragment, Attack Speed 10, ROR4 Full Rotation, and simplified. **Any alternative build charts or one with fd% per level will not be provided.**

(WIP) Sol Janus Leveling

Heavy wapper = Janus 10, 20, 30. Daily gamer = other skills

(WIP) HEXA Stats I, II, III

Highest Value → Lowest Value

 $\textbf{Magic Attack} \rightarrow \textbf{INT} \rightarrow \textbf{Crit Damage}$

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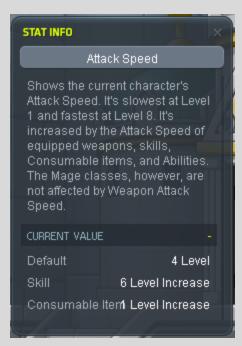
Attack Speed

As of Savior update, Attack Speed value is now displayed in the stats window. Attack Speed is also redefined where **higher number** means **quicker attacks**. A pop-up will appear when you hover your cursor over or click onto 'ATTACK SPEED' in the Character Info UI and an attack speed breakdown will

be listed. The update also changed Battle Mage's Attack Speed from being based on the weapon's attack speed of Slow (2), to the universal magic cast speed of **Average I Normal (4)**. In other words, ignore the 'Slow (2)' that is stated on your staff, and refer to the breakdown below. That being said, there is **no such thing as "Battle Mage is not affected by Attack Speed"** or "**GMS is removing AS10"**.

GMS and MSEA benefit from Attack Speed Level 10, or Hard Speed Cap, over KMS's AS8 or Soft Speed Cap. However, AS10 will not be immediately stated (it only states AS8 or below) and you will need to manually calculate your attack speed from the [Applied Value] / [Current Value] section found in the attack speed pop-up, as shown below. To reach AS10, Monster Park Green Potion or soft cap breaking skill is required, or else you will be stuck at AS8 even though the calculated AS10 has been reached. A yellow triangle/arrow beside "8 Level" on the main page indicates the presence of a soft cap-breaking skill or a Green Potion. For Battle Mage, Yellow Aura (Active) functions as a soft cap-breaking skill.

Battle Mage benefits greatly from Attack Speed. Maintaining Attack Speed 10 at all times increases the frequency of Reaper's Scythe and Finishing Blow hits, which in turn accelerates Condemnation's reactivation during Master of Death within the 40-second burst window, while also generating more Dark Brand procs. This results in a Final Damage increase of up to 6% compared to AS8. Fortunately, reaching AS10 is very easy for Battle Mage—only Decent Speed Infusion and either Yellow Aura (active, including Aura Scythe) or a Green Potion are required. As a result, Attack Speed +1 is not necessary in Inner Ability. Refer to the table below for a breakdown of how to reach Attack Speed 10



The total Attack Speed value may appear as 11 in the pop-up above due to both Green Potion and Yellow Aura being active. However, the effective maximum Attack Speed remains capped at 10.

Attack Speed Breakdown

Icon	Source	Value
	Base (Normal)	4
	Yellow Aura (Passive)	+2
	Staff Boost	+2
	8	
***************************************	Monster Park Green Potion or Yellow Aura (Active)	+1
	Decent Speed Infusion (Passive)	+1

Total Value (Hard Cap)

10

* Important Note: A Soft Cap Breaker must present to take effect of Decent Speed Infusion in reaching AS10.

Yellow Aura is not often used in Bossing scenarios, thus is required for **Bossing** to reach AS10 off burst.

which also activates with , is used in place of Green Potion for **mobbing**. Feel free to use Green Potion instead if you need more damage via Dark / Weakening Aura.

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Inner Ability

With the arrival of the Dreamer update, the **Inner Ability preset** function has been added, allowing players to apply saved Ability sets. Three presets are provided, with no cost to switch between them, and they can be swapped in the Boss Loot Room.

Battle Mage only requires very basic Inner Ability (IA) lines. Aside from a minor damage increase, the absence of specific IA lines does not significantly impact the class.

Values listed are at their highest possible rolls. If current lines are only a few percent lower, they can be considered acceptable; otherwise, reroll using Chaos or Black Circulators as needed.

Recommended Inner Ability presets

Preset 1: Bossing	Preset 2: Meso Farming	Preset 3: Fragment Farming/ Boss room
Boss Damage (+20%)	Meso Obtained (+20%)	Item Drop Rate (+20%)
Damage when attacking	Item Drop Rate (+15%)	Meso Obtained (+15%)

targets inflicted with Abnormal Status (+8%) ^[1]		
Magic Attack (+21) or Buff Duration (+38%) ^[2]	Damage to Normal Monsters (+8%)	Damage to Normal Monsters (+8%)

(Mobile) Scroll towards the right to view more.

Buff Duration, if obtained by chance, can serve as a viable alternative to Magic Attack (+21), but only for the purpose of extending the duration of Angelic Buster's link skill, Terms and Conditions. Note that Hyper and V-Matrix Skill durations remain unaffected. The actual performance difference is still subject to testing, so either line is acceptable depending on what is rolled. **Not recommended for MSEA.**

Magic Attack is affected by %Magic ATT, making its value highly variable depending on the setup. It can serve as an alternative to +8% Damage to Normal Monsters if obtained by chance.

Battle Mage can reach 100% <u>Critical Rate</u> through various other sources. If your setup falls short, consider replacing any Unique line with +20% Critical Rate to compensate.

If certain lines are not listed here, assume they are not recommended, as they provide very little to no damage or QOL benefits.

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Critical Rate

Battle Mage requires **100% visual** (in Character Info) **Critical Rate**. Skill's Built-in Critical Rate sources such as **Finishing Blow's Critical Rate +25% do not affect the overall Critical Rate**, and should be ignored.

^[1] Also known as **Damage on targets inflicted with Status Effect** in MSEA.

Critical Rate Breakdown

Universal base rate: 5%



Staff Artist / Art of Staff (Passive): +15%



Staff Mastery (Passive): +20%



Battle Rage (Passive): +20%

• Battle Mage's base Critical Rate: 60%

Recommended Additional Sources

- Decent Sharp Eyes (10%)
- Lynn's Link (10%)
- Night Lord in Legion/Union (4% / 5%)
- Marksman/Crossbow Master in Legion/Union (4% / 5%)
- Decent Combat Order (1%, Battle Rage)
- Legion/Union Artifact (10% / 20% Max)

Other Additional Sources

- Inner Ability (20%)
- Phantom Link (15% / 20%)
- Sayram's Elixir (20% for 20 minutes, replaces DSE)
- Hyper Stats
- Legion Board
- Familiar Badge

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Link Skills

Due to individual differences in a multitude of factors (Boss Damage, IED, Legion, Critical Rate, etc.), availability, and personal preferences, it is impossible to recommend a perfectly optimized link skill configuration for everyone. Generally **Damage links are preferred**, with other additions such as IED. Updated for Level 3 Link Skills.

Self



Spirit of Freedom (Resistance)

Bossing



Elementalism (Kanna)



Empirical Knowledge / Magicians' Erudition (Explorer Mages)



Fury Unleashed (Demon Slayer)



Judgement (Kinesis)



Qi Cultivation (Mo Xuan)



Solus / Ecstasy (Ark)



Terms and Conditions (Angelic Buster)



Unfair Advantage / Intensive Insult (Cadena)



Wild Rage (Demon Avenger)



Hybrid Logic (Xenon)

Subject to availability, conditions, and preference. Refer alternatives below.

Alternatives



Focus Spirit (Lynn) - If Critical Rate is required



Light Wash (Luminous) - Less ideal in the presence of more Level 3 Links



Tree of Stars (Sia Astelle) - Not ideal due to BaM's relatively high Critical Damage



Thief's Cunning (Explorer Thieves) - Limited uptime

Time to Prepare / Prior Preparation (Kain/Kaine) - Slightly weaker (and possibly more annoying) version of Thief's Cunning



Noble Fire / Noblesse (Adele) - Party setup dependent



Phantom's Instinct (Who else) - If Critical Rate is required



Tide of Battle / Flow of Battle (Illium) - Requires periodical movement

Mobbing



Elven Blessing (Mercedes)



Rune Persistence (Evan)



Combo Kill Blessing / Combo Kill Advantage (Aran)



Nature's Friend (Lara)



Any available damage / magic attack links

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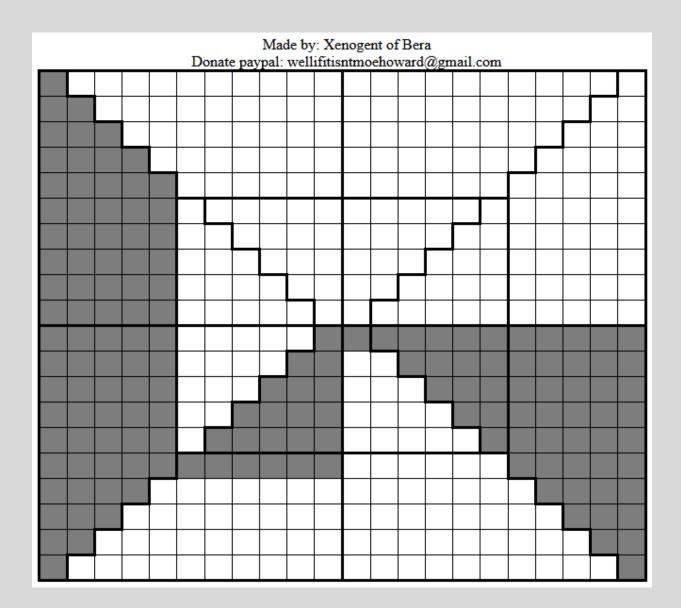
Legion / Union

Legion / Union Grid

As mentioned before, Battle Mage is not reliant on **Buff Duration**, thus can be relatively flexible in –or rather only requires basic– Legion Grid arrangement. Examples below are made assuming 100% Critical Rate is achieved without Legion Grid; allocate to Critical Rate as many as necessary.

Bossing

Critical Damage \rightarrow Boss Damage \rightarrow Ignore DEF^[1] \rightarrow INT \rightarrow M.ATT = Buff Duration^[2]

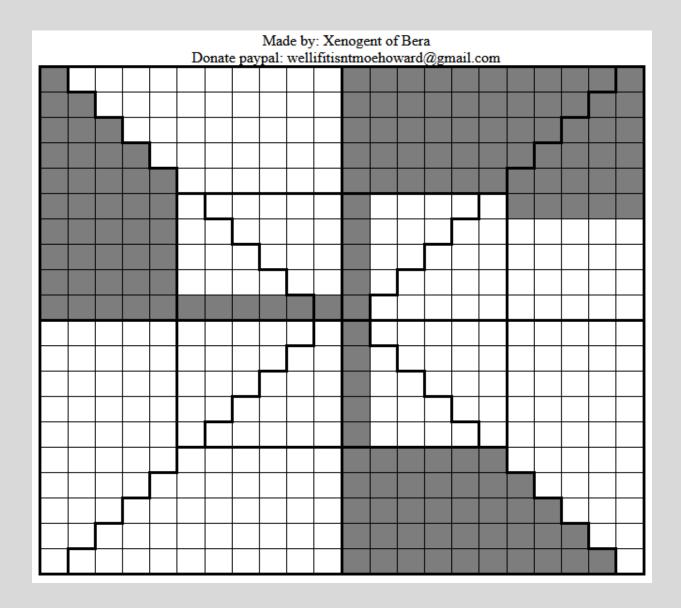


^[1] Enough to achieve your desired amount in visual value.

Mobbing

 $\textbf{Critical Damage} \rightarrow \textbf{Bonus EXP} \rightarrow \textbf{Normal Damage} \rightarrow \textbf{INT} \rightarrow \textbf{M.ATT}$

^[2] Only for the purpose of **extending the duration of Terms and Conditions** (Angelic Buster's Link).



If one shot is not achievable, prioritise Normal Damage over Bonus EXP.

(WIP) Legion / Union Artifact

Damage:

All Stats (up to 150)

Attack/Magic Attack (up to 30)

Damage (up to 15%)

Boss Damage (up to 15%)

Defense Ignore (up to 20%)

Critical Rate (up to 20%)

Critical Damage (up to 4%)

Farming:

Meso Acquisition (up to 12%) Item Drop Rate (up to 12%) Additional Experience Acquisition (up to 12%) and +1 mobs hit for all non-single target skills

Kinda useless:

Final Attack-Type Skill Damage (up to 30%) Max HP/MP (up to 7500) Buff Duration (up to 20%) Cooldown Skip Chance (up to 7.5%) Status Resistance (up to 12) Summon Duration (up to 20%)

Arrange as you see fit.

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Ignore Enemy Defence

Battle Mage's innate sources of IED:



Spell Boost (30%)

Weakening Aura (20% applied onto enemy, not included in visual value)

General recommended visual (on Character Info) IED Value for:

Minimum/Early Game: 90% and above

Arcane Bosses (300% PDR): 93% and above Grandis Bosses (380% PDR): 95% and above

Consult Maple Scouter for better accuracy.

Decent Combat Orders (DCO)

Decent Combat Orders provides the following boosts. Effects do not persist in the HEXA Matrix version of the skills listed below; if anything, they are already pre-applied or have greater values than in their pre-HEXA counterparts.



1% Crit Rate and 1% Damage to Battle Rage



1% IED and 1% Damage to Spell Boost



1% Mastery, 1% Crit Damage, and 1 MATT to Staff Expert



2% Final Attack proc chance, 4% Damage to Dark Genesis

1% Damage Reduction, 8 seconds Cooldown reduced to Party Shield (Cooldown reduction from DCO will be removed in an upcoming update)



3% Damage, 1% Critical Rate, and 2% IED to Finishing Blow only



1% All Stats to Maple Warrior

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Oz Ring / Seed Ring

No matter the question, the answer is:

Ring of Restraint



Oz Ring / Seed Ring

Battle Mage is in a unique position where all three of the more prominent rings—Continuous, Restraint, and Weapon Jump I—have roughly equal value when compared at the same level. In other words, no single ring is

strictly better or worse than the others, and any **Level 4 ring** generally outperforms any **Level 3 ring** (and Continuous Level 3 alone is better than 22* stats ring). Level 1 or 2 rings are generally not recommended to be used. If certain rings are not listed here, assume they generally are not recommended, or only as a Dojo ring at best. That said, actual performance does vary depending on factors such as weapon Magic Attack, party composition (or solo play), DPM consistency, boss mechanics, and personal preference. Put simply, the recommendations below outline how to best utilise each ring based on the situation.

Ring of Restraint requires the user to remain within its designated zone to benefit from its effects. It synergises well with Party Burst windows and Origin skills, making it especially effective in burst-oriented boss fights or coordinated party play. Since its cooldown continues even after being unequipped, it is often recommended to swap it out with Weapon Jump Ring I after activation to maximise overall damage output.

"Camping ROR is also an option if swapping is too much hassle." —XXL "ROR Camp" Milkers

Continuous Ring requires a 2-minute "charge time" before it can activate, making it unsuitable for ring-swapping rotations. However, once active, it provides the highest theoretical damage, making it an excellent substitute until obtaining Ring of Restraint. This makes it an excellent choice for solo bossing scenarios with sustained damage, as well as for contents like Mu Lung Dojo where consistent attacking is maintained throughout the run.

Weapon Jump Ring I also synergises with Party Burst and Origin skills and may even outperform Ring of Restraint in certain setups—particularly in the Interactive server when paired with a T7 Magic Attack flame (+250, Genesis Staff) and high total %Magic Attack potential. Like Ring of Restraint, its cooldown persists after unequipping, making it ideal to rotate in for maximum burst-phase efficiency.

TL;DR

Ring of Restraint would be best for most cases, with Continuous Ring still being an excellent alternative. Weapon Jump Ring I would be reserved for Interactive servers.

Mobbing (To be updated)

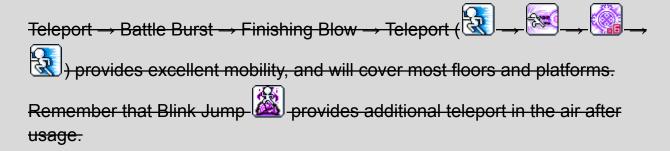
Most maps can be cleared with either:



Of



GMS BaMs can use normal Lucid souls to supplement mobbing pre-Grandis.



More in-depth rotations can be found in Battle Mage Discord's Training section. Note that most of these are adapted for servers without Frenzy Totem. Frenzy Totem users will likely tend to smaller, more compact maps.

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DPM / Off-Burst

Battle Mage's DPM (On- and Off-Burst) damage primarily revolves around maintaining Altar of Annihilation and maximising Dark Shock's brand and Condemnation, while also constantly dealing damage with other attacks and keeping enemies debuffed with Weakening Aura at all times.

As mentioned earlier, **Weakening Aura** applies a 5% Final Damage debuff to enemies. **Make sure the enemy has this debuff applied at all times**. The debuff cast during burst should persist until the next Aura Scythe activation. If absent, cast Weakening Aura to reapply. Otherwise, remain in Dark Aura.

Dark Shock's damage primarily comes from Dark Brand, a debuff placed onto enemy primarily via Altar of Annihilation and Dark Shock, as well as various other methods, and proc'd with a direct attack, such as Finishing Blow. As the Dark Brand debuff only lasts for 15 attacks (30 post-HEXA) for 30 seconds and does not indicate its remaining hit count or duration, it must be maintained for optimal damage. To do so, summon Altar of Annihilation in a spot where damaging orbs emitted from the Altar can damage and apply Dark Brand debuff onto nearby enemies. Other so-called direct attacks include Reaper's Scythe, Dark Genesis, Final Attack, and Sweeping Staff. As mentioned before, Dark Shock's damage by teleport was significantly shifted over to Dark Brand debuff in the Ignition patch, making constant telecasting for damage unnecessary.

Additionally, HEXA Dark Shock also introduces a new attack: Dark Pentacle, a skill that activates once every 15 Dark Brand procs, with a debuff indicating remaining hits to the next activation and no cooldown between activations. Ironically, the countdown does not need to be monitored actively, as long as attacks are consistent and Dark Brand is constantly proceing.

Altar of Annihilation is a place down summon that, unlike previously, only requires 1 summon to start attacking nearby enemies and can be replaced anytime at will, and has a 40 seconds uptime. The damaging orbs emitted from the Altar apply and constantly refresh Dark Brand debuff on hit enemies, eliminating the need for any manual Dark Brand application, i.e. Telecasting. When enemies escape from the Altar's effective range, simply resummon in an appropriate spot. Although not stated in the skill description, the orb procs Dark Genesis' Final Attack, which in turn procs Dark Brand on branded enemies.



A properly debuffed Boss should look as such (pictured above): Dark Brand debuff on top, Weakening Aura debuff at the bottom.

Condemnation activates after a direct attack every time its gauge is fully charged. The gauge is charged by attacking a Boss enemy 12 times (Attacks from Altar are included). After the Reaper's attack is activated, it cannot reactivate for 5 seconds. When upgraded to HEXA Condemnation / Death VI, the reactivation time is down to 4 seconds, and a soul is collected every time Condemnation attacks or Reaper's Scythe is used 3 times on a Boss. Souls collected are indicated on the skill and buff icons. Once 4 souls are collected, the next Condemnation is enhanced, dealing more damage and lines with a larger hitbox. For this to work, simply make sure the skill is

toggled on and attacks are consistent. Gauge does not need to be monitored.

Sweeping Staff of the line of

Resistance Infantry is a placeable summon that attacks every second for 10 seconds. Depending on server latency, this skill might attack for an extra second. This skill is recommended to cast alongside Summons but before other burst buffs, to maximise Reaper's Scythe hits. Same as above, this skill should be used off cooldown.

Due to the long animation delay of **Dark Genesis** (no triangle), using this as part of DPM is **not recommended**. The primary purpose of this skill in DPM is its Final Attack. As mentioned above, Final Attack is a direct attack that procs Dark Brand. Note that Final Attack will appear as Dark Genesis in Battle Analysis. Dark Genesis may still be used in niche situations where Boss is unreachable with other attacks.

Keep Mana Overload toggled on to maximise DPM. With the recent change of MP drain shifting from Draining Aura to Ordinary Conversion—which now persists through heal lock in bosses— and the fact that we do not constantly telecast anymore, the MP usage while having the skill on is now more manageable. There is no need to toggle off Mana Overload unnecessarily.

TL;DR

Maintain Weakening Aura debuff. Reapply if absent. Once applied, swap to and maintain at Dark Aura.

Summon Altar of Annihilation to maintain Dark Shock debuff. Resummon as necessary.

Cast Resistance Infantry (25), Sweeping Staff (36), and Death Whip off cooldown.

Toggling off Mana Overload and casting Dark Genesis are unnecessary.

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Burst Rotation / Sequence

Burst Sequence Setup

Full Burst



Half Burst



Tips and Notes:

- Place Abyssal Lightning first for a more instantaneous i-frame.
- Use Staff Booster as a dummy/placeholder.
- Summons such as Sequence cannot be placed into Skill

Before starting:

Apply Weakening Aura and switch to Dark Aura.



Full Burst



True Arachnid Reflection



Solar Crest



Altar of Annihilation



Resistance Infantry



Grim Harvest

(Icon) Full Burst Sequence



Death Whip



Sweeping Staff



Crimson Pact

Continue DPM

Half Burst



Altar of Annihilation



Resistance Infantry



Grim Harvest

(Icon) Half Burst Sequence



Death Whip



Sweeping Staff

Continue DPM

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Culvert / Sewers

Note:

• Remember to maintain Weakening Aura debuff between boss phases, if absent. Otherwise, remain in Dark Aura

• Use Death Whip , Sweeping Staff , and Infantry off cooldown.

Optional:

• Craft Fatal Strike I / Deathblow I. If equipped, time Death Whip and Sweeping Staff with Fatal Strike procs.

- Telecast, ONLY IF you are able to do it flawlessly.
- Cooldown Hat, -2 or more.

WAITING ROOM

Once fully buffed, use the following:

Buff



For Liberty



Maple World Goddess's Blessing



Fatal Strike



Charge Ark Link

Enter at 20 seconds remaining on Goddess

COUNTDOWN



Altar of Annihilation



115s



Grim Harvest



Aura Scythe



Terms and Conditions



Ring Activation



Sweeping Staff

98s



Fatal Strike



Death Whip



Sweeping Staff

81s



Altar of Annihilation

68s



Fatal Strike



Death Whip



Sweeping Staff

52s



For Liberty



Maple World Goddess's Blessing



True Arachnid Reflection



Solar Crest

41s



Grim Harvest



Altar of Annihilation

38s



Fatal Strike



Death Whip



Sweeping Staff

36s



Abyssal Lightning

31s



Aura Scythe

26s



Master of Death

18s



Terms and Conditions



Ring Activation



Sweeping Staff

13s



8s



Fatal Strike



Death Whip



Sweeping Staff

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Miscellaneous

I-Frames (Invincibility Frames)

Ethereal form (E-Form) is a 3 second i-frame with 60 second cooldown (at Level 30), and serves as the primary invincibility skill. Other i-frames include the casting and disarming animation of Abyssal Lightning, each providing ~2 seconds of i-frame; Crimson Pactum, ~7.5 seconds; and Gloomy Aura, ~4 seconds.

Hyper Stats

Due to individual differences in multitude of factors, it is impossible to recommend a perfectly optimised hyper stats for everyone. Try using Hyper Stats Calculator

Ping Reliance

No.

Cooldown Reset / Skip

Does not work on Hyper Skills, V Skills, and HEXA's Origin and Common skills. For Battle Mage, this is useless.

Cooldown Hat / Reduction

Short Answer: Optional at best. While all sources of cooldown reduction technically reduces the cooldown of Sweeping Staff, Dark Genesis, and Resistance Infantry (along with other long cooldowns, though the impact is negligible), it doesn't significantly affect mobbing. The reduced cooldowns don't align with spawn timers, so mobbing rotations remain mostly unchanged. For bossing, it's even less effective—Sweeping Staff and Death Whip (both pre- and post-HEXA) do not contribute enough DPM, either directly or through Dark Brand procs, to justify using a Cooldown Hat. Most of Battle Mage's damage comes from Burst skills, making %INT Hat a far superior option.

Long Answer: No.

(UPDATE!) Any 3L combination of INT and -2s CD seems viable, for now. More testing to be conducted, explanation to come. Thanks Tofuplasm and VeltinLycosta for testing.

(UPDATE 2!) CD LINE, BAD. Explanation to be updated.

Buff Duration / Summon Duration

Any sources of Buff or Summon Duration from Legion Grid, Legion Artifact, Mechanic Legion Block, Corsair Legion Block, Inner Ability, etc do not work on Hyper Skills, V Skills (e.g. Grim Harvest, Altars of Annihilation, and Resistance Infantry), HEXA Skills, and Oz Rings. For Battle Mage, buff duration is only used to extend the duration of Terms and Conditions.

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Credits

Updated and maintained by Meijiken
Original guide by Liquecy, Chazelle
Hexa Skill Calculations by Whomuckbob, Necrobook, Tofuplasm
Culvert rotation by TigerPurrs, 쩝법사21세
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XXLMilkers

TigerPurrs

Necrobook

DrYandere

CryptoWarper

xAguri (VeltinLycosta)

Changelog

Dates are in ISO 8601 standard. I.e. YYYY-MM-DD Why are you reading this though?

Guide 3.0

2023-05-05: Guide 3.0 Published. 2023-05-24: Boost Nodes revised.

2023-06-01: Pre-Savior Attack Speed revised, Savior Attack Speed added.

2023-06-12: FAQ section added. Buffs and Toggles, Savior Update relocated.

2023-06-14: Pre-Savior Attack Speed removed. Boost Nodes and New Attack Speed revised.

2023-06-15: New Attack Speed revised again.

2023-06-17: Post Savior Update Added.

2023-06-20: Secondary Weapon Added.

2023-08-05: Boost Nodes revised.

2023-08-28: Updated for GMS v244 / MSEA v225. Savior Update removed.

2023-10-07: Added shield related GIFs to Secondary Weapon.

2023-10-10: Link Skill revised. New Age Update added.

Guide 3.1

2023-11-30: Guide 3.1 Published. Updated for GMS v246 / MSEA v227 New Age.

2023-11-30: Mobility, Telecasting, Inner Ability revised. Added HEXA Matrix.

2023-12-01: Buffs and Toggles revised.

2023-12-09: Cooldown Hat added.

2023-12-30: Pros and Cons revised.

Guide 4.0

2024-05-14: Guide 4.0 Published. Updated for GMS v251 / MSEA v232 Dreamer.

Guide 4.1

2024-11-15: Stats and numbers updated for GMS v255 / MSEA v237 Milestone aka Support Nerfs.

2025-01-30: Hyper Passive revised in anticipation of NEXT / Mastery 3 & 4.

2025-02-02: DPM / Off-Burst revised in anticipation of NEXT / Mastery 3 & 4.

2025-02-04: Mobility revised.

2025-03-22: Link skills revised.

Guide 4.2

2025-05-18: Telecasting added.

2025-06-16: Class Overview and Pros Cons Nons revised in anticipation of Balancing Update.

2025-06-22: Mobility revised.

2025-08-10: Content Overview added.

2025-08-16: 2-Min related updates added.

2025-10-12: Fully updated to 2-Min.

2025-11-23: Link Skills revis.

CONSTRUCTION SITE



























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