



BaMily*

The Grimoire: A Battle Mage Guide

(Version 4.0)

(Undergoing 4.1 Update, mostly revisions and small changes)

Updated for:

GMS v252 GO WEST (Not Dreamer)

MSEA v234 Dreamer (More like Dream On)

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 you will be 95% fine reading this on a mobile device. I have kept tables to a minimum, but there are things like link skill will look horrendously disorganised without a table, and I am not gonna be happy if things do not look right. 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 [Battle Mage Discord](#), 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 #suggestions channel in the Battle Mage discord.

Due to weird mistranslation/localisation, Ambassador Scythe, the attack that replaces Finishing Blow during Aura Scythe's skill duration, will be referred to as **Reaper's Scythe**.

Happy reading and may Nexon Buff BaM.

Class Overview

Battle Mage (**BaM**), a member of the Resistance, is a **combative support class** with a dark electro-punk aesthetic, able to dish out great damage while providing skills that weaken the enemy, reduce incoming damage, and buff party members to maximise damage. Unlike conventional Magicians, Battle Mage's high health pool and close-quarters combat playstyle closely resemble that of a Warrior, while retaining a teleport. Also unlike conventional Magicians, Battle Mage only uses a Staff as her Primary Weapon. (No "Staff or Wand" here, #OnlyStaff.)


As far as actual gameplay goes, aside as a support class, Battle Mage's 40-second Burst duration at 90/180-second rotation for Half/Full Burst places her more towards a **Damage-per-minute (DPM) class**. Despite that, BaM still can play well with the current bind-burst meta, especially so thanks to her very potent, single-button Origin Skill, Crimson Pact, though at every 6 minutes instead. While in terms of damage scaling, the class does somewhat fall off a little towards the end game as a solo, however when party progression is concerned, BaM has nothing to worry about.


The support 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:

- ~19% Effective Final Damage (Hyper Passive) and 20% IED with

Weakening Aura / Debuff Aura  against Bosses


- 5% Boss Damage (Hyper Passive), 10% Damage with **Dark Aura**  (Essentially 15% Boss Damage, total)

- **Up to 23% Final Damage** in total with Weakening and Dark Aura are 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**



For a class that is relatively difficult and somewhat dreadful to play from first to fourth job, basically only giving Finishing Bonks to monsters at a close range, **Fifth Job is where Battle Mage truly shines**. Her mobbing capability is heavily assisted by her Fifth Job's summons and skills with increased coverage, becomes significantly better. While having a summon-based mobbing that does take care of things for half the time, BaM's mobbing overall can range anything between fairly lazy when summons are up to moderately involved but with good coverage, depending on map layout, summon layout, and several other factors.

Finally and above all, the pièce de résistance of Battle Mage's entire skill kit, **Combat Teleport**. This best in class mobility skill allows Battle Mage to have an up close boss fight while being extremely adaptable to boss mechanics and attacks, excelling in both damage uptime and survivability, without relying on Invincibility Frames (i-Frames) or %HP reduction passives. However it does take a little bit of know-how and requires some practise to fully realise it's capability.

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 anywhere, granting us great survivability even without having a reliable i-Frame
- It's so good in fact, it will make you hate every other class teleports
- No, K*****'s Teleport is **NOT** better than Battle Mage's (While Transformed)

+ Support Capability

- Providing **excellent party buffs and utility**
- Party Shield provides **%damage reduction**, great for party survivability

- + **Good summon-based mobbing**
 - Grim Harvest, Altars of Annihilation, and Resistance Infantry make up a good chunk of your mobbing
 - Still adequate with Aura Scythe and Abyssal Lightning when summons are down

 - **Subpar pre-200 experience**
 - Dark Genesis and Sweeping Staff being the only two AOE attacks
 - **Debuff based on Enemy Elemental Resistance**
 - Support capability may be compromised due to the presence of Dawn Warrior's / *Soul Master's* True Sight or Blaze Wizard's / *Flame Wizard's* Fox Mischief
 - **Burst lasts too long**
 - Aside from Origin Skill, all of BaM's burst skills last between 30-40 seconds
 - Lengthy burst makes BaM more of a DPM class despite having Burst-class cooldowns

 - **Short Attack Range**
 - though should be mitigated by BaM's excellent teleport and summons
 - **Lacks certain essential Bossing skills**
 - No class bind. But with a 40 second burst, I doubt you'll make much out of it anyway. But again, Erda Nova exists
 - No true, independent i-frame. The i-frames we have are tied to our burst. Learn to use Ethereal Form instead
 - **Burst is essentially an enhanced version of DPM**
 - Once Burst buffs are cast, you're back pressing the same buttons, doing the same attacks
 - Could mean that the gameplay is fairly consistent, or very one-dimensional
-

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 patch 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% 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.**

Getting Started with BaM

If you're having a question in the line of "Should I play/burn Battle Mage for the purpose of making it a main/boss mule?", this section is for you. While this can be a very subjective topic in and of itself, instead of giving a generic answer like "Play DW/NW/DS instead", like some people on Discord or Reddit may do or suggest, I'm going to tackle this question objectively by pointing out the whys (+) and maybe nots (•) of starting a Battle Mage, purely from the perspective of assuming you are interested in Battle Mage, and curious of what the class has to offer. Contrary to what you may have heard, Battle Mage actually makes a good, if not great, Bossing Mule or a new Main, and an excellent candidate for Hyper Burning.

Why should you play Battle Mage?

+ Easy class to get started

- Not reliant on high legion or specific inners to play optimally (Buff Duration, Cooldown Skip, Attack Speed are not needed)
- Relatively high passive stats (Damage/Boss, Magic ATT, IED)
- Attack Speed 10 is easily achievable (in some cases without Green Pot, and probably the only one to do so)

+ Very strong early to mid game

- V Skills are relatively strong at lower levels
- Only one set of Boost Node is necessary, second set only supplements a little
- Party Shield works better on earlier Bosses
- Still able to play fairly well towards end game
- + Highly survivable**
 - Granted by excellent mobility skills
 - Though does take some practise since BaM has a very distinct mobility
- + Support class perks**
 - Support class also somewhat meant easier time getting into boss parties
 - Maximum support capability is instantly available, and not based on stats
 - Still able to play fairly well as a Solo
- + Overall an easier class to play**
 - Constant telecasting for damage is practically gone for good, and only optional at best
 - No finicky gauge or buff to manage

Maybe Battle Mage is not for you?

- **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 you'll be missing out a lot of what this teleport could do
- **One of, if not, the shortest attack range for classes pre-200**
 - Having an established link skills setup is recommended to aid with one-shotting and to make up the lack in mobbing coverage
 - I'd assume you won't deem a class bad solely based on pre-200 mobbing, right?
- **Post-200 Mobbing is not lazy, but not super active either**
 - While not being the laziest mobber, summons do take care of things for half of the time

- Still adequate with other long range attacks (namely Aura Scythe and Abyssal Lightning)
- Mobbing based around V Skills makes farming in negative ARC/SAC maps relatively doable
- Attack range gets a little boost with HEXA Masteries
- **Some micromanaging are still involved**
 - Maintaining Dark Brand and Weakening Aura debuffs are necessary for optimal damage
 - Noted that these two debuffs are also built into Burst skills
 - Optimal Altar placement takes some situational awareness and creative thinking
- **Does not provide excellent Legion Stats or Level 3 Link Skill**
 - It gives INT. If you're a Magician main, that's great. Otherwise, no.
 - Battle Mage's Link Skill maxes at level 2, and requires other Resistance classes to reach Level 8.

That being said, it is still best to try out Battle Mage, or any class for that matter, on your own. Objective points and subjective opinions, not to mention if you're willing to spend the time and effort, can only get you so far. Only you yourself are able to make your own final decision, not only for the game, but also your life.

Upcoming Updates

KMS September 2024



Battle Mastery:

The final damage boost has been increased from 25% to 30%.



Yellow Aura:

Fixed an issue where Teleport Ver.2's horizontal movement distance changed based on if you were using the up/down arrow keys during this skill.

The skill description has been changed.



Dark Genesis:

The lightning damage has been increased from 220% to 250%.



Shelter:

This skill is no longer affected by skill effect transparency options.



Spell Boost:

The final damage boost has been increased from 5% to 22%.

The damage boost has been increased from 10% to 15%.



Debuff Aura – Elemental Resist:

This skill has been renamed to Debuff Aura – Enhance.

The elemental resistance reduction effect has been removed.

The final damage boost to enemies affected by this skill has been decreased from 8% to 5%.



Battleking Bar:

The damage has been increased from 650% to 1080%.



Abyssal Lightning:

The damage has been increased from 1600% to 1700% (at level 25).



Grim Reaper:

The damage has been increased from 1600% to 1700% (at level 25).





Battleking Bar VI:

The damage has been decreased from 1300% to 690%.

The number of hits has been increased from 2 to 5.


The magic explosion's damage has been increased from 325% to 555%.

Summary:

60% damage increase on  HEXA Sweeping Staff itself, but  Dark Brand procs remain unchanged.
Still won't necessitate a Cooldown Hat.

While there are some nerfs on Battle Mage's support (from ~19% down to 5% Final Damage buff)

Solo damage still gains ****approximately 10%**** based on [쩍범사21세's test](#)

 [2024.9.12 밸패 적용! 배틀메이지는 얼마나 세졌을까요? 딜과 시너지를 ...](#)

Current Update - Dreamer

Dreamer Update (GMS: June 12th; MSEA: May 29th)

<https://orangemushroom.net/2024/01/18/kms-ver-1-2-386-maplestory-dreamer-2nd-mastery-cores/>

New Mastery Core (GMS: July 17th; MSEA: July 10th)



GIF might not be visible on mobile, check out #upcoming-updates in BaM Discord for the video.

Clip from: [x3TheAran59's DREAMER 6th Job Skills Preview](#)

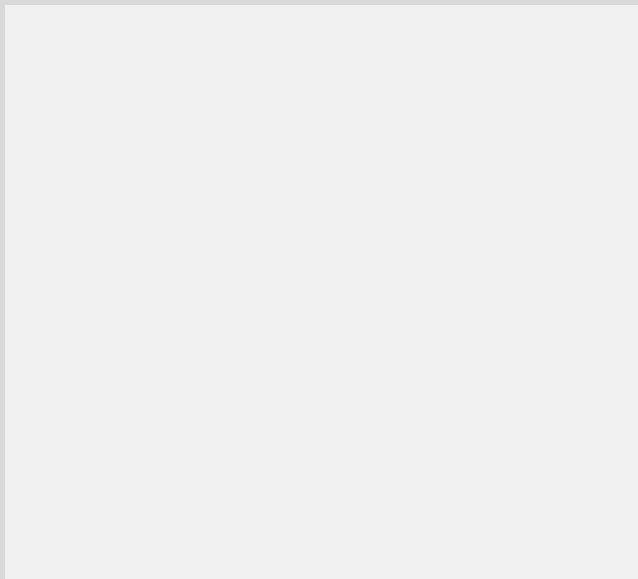


HEXA Finishing Blow / *Finishing Blow VI*

• Shares the same node and level as **HEXA Sweeping Staff / *Battle King Bar VI***

• 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***
- Shares the same node and level as **HEXA Finishing Blow / *Finishing Blow VI***
 - Increased range over Sweeping Staff
 - Activates as 5 strikes, with chances to activate Final Attack for each individual strikes

- Procs Dark Brand 5 times, with additional from Final Attack



Abyssal Lightning

The Lightning of the Underworld activation range has been increased by about 9%



Crimson Pact / *Crimson Pactum*

Before:

First Strike: 9000% damage, 8 times, 13 activations

Second Strike: 12600% damage, 14 times, 5 activations

(Total: 1,818,000% Damage)

18 Dark Shock procs in total.

After:

First Strike: 1772% damage, 11 times, 48 activations

Second Strike: 2863% damage, 14 times, 22 activations

(Total: 1,817,420, decreased by 0.0319%)

70 Dark Shock procs in total. (lower in reality due to Dark Shock debuff bottleneck)

Fixed an issue where Crimson Pactum's consecutive attacks did not activate Final Attack type skills. (meaning we will get MORE dark shock procs in Crimson Pactum **IF** the debuff can keep up)

Mobility

Since Battle Mage does not have a true, reliable i-frame, **mobility is your defense**. Learning to make the most of Battle Mage's mobility to both stay alive and deal damage is key. Teleport was made client side in the AWAKE update, meaning it is **no longer ping dependent**.

Mobility Skills



Combat Teleport / Teleport ver.2

- Able to teleport **air-to-air, or ground-to-air**, on demand.
- Can be used **once in midair** and during most attack animations.
- Range can be optionally extended with Yellow Aura (after learning Dark Shock) and Teleport Boost, **up to your preference**.
- If extended range is not desired, you may lock Yellow Aura by right clicking on its skill icon.



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**.
- Highest vertical reach can be achieved with **Up Teleport (from ground) → Blink Jump → Up Teleport twice**.



Battle Burst

- Rush skill.
- Useful in Will P3.
- Endlag can be cancelled with Finishing Blow.
- Quickest horizontal mobility can be achieved with **Teleport (Optional) → Battle Burst → Finishing Blow → Teleport**.



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.

Telecasting

A term that often gets thrown around especially regarding Battle Mage's teleport. Telecasting is the act of weaving teleports between attacks, in BaM's

case, for the purpose of **applying Dark Brand debuff** and **dodging boss mechanics** while continuously dealing damage. In the Ignition update, Dark Shock's damage by teleport was significantly shifted over to Dark Brand debuff, making **constant telecasting unnecessary**.

Here are a few options for telecasting:

(GIF will come to demonstrate how each telecasting option works/looks)

Up ↑

- Finishing Blow  → Hold Up + Teleport  → Continue



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

Side-to-side ⇄

- 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 your Point B. Condemnation may also miss if facing the wrong direction.

Wall ↵

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

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 you may be forced to attack with limited space.

Minor damage compromises aside, **survival should take precedence over maximising damage uptime**.

You may have seen past videos of Battle Mage using **Down Telecast**. Its purpose was to eliminate unnecessary horizontal repositioning during constant telecast while maximising Condemnation hit. This is **no longer a standard practice** since Ignition.

While technically it may yield increased damage if done flawlessly, **constant telecasting is still not recommended** since it also means throwing survivability out the window. That being said, you may still practice it by casting teleport every two or more attacks, or while casting buffs. Do note that **1-to-1 telecasting WILL RESULT IN DAMAGE LOST** as Teleport has ~100ms longer delay than Finishing Blow or Reaper's Scythe, delaying your attacks and thus, lesser Dark Brand procs. A sloppy telecast will also further slow down your attacks, negatively affecting your damage overall.

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. Functional title is How to best use Battle Mage's Teleport)

Unlike every other teleport, Battle Mage's ability to teleport **air-to-air, or ground-to-air** (upwards teleport to air) **on demand**, offers unparalleled maneuverability and adaptability, while still dealing damage to nearby enemies. An incredibly versatile tool, found especially useful in Bossing. Battle Mage's lack of a gauge system that gates a different mode of mobility behind a temporary buff, and only having a standard 600ms skill delay between teleports throughout, means Combat Teleport is also the most consistent teleport. There is no other teleport that can match Combat Teleport's **Usability, Versatility, and Consistency**, period.

Best use case for upwards, ground-to-air teleport would be in Bosses with either **falling debris** or **close range attacks**. Timing your teleport right allows you to avoid said debris or boss attack by placing yourself above it, while eliminating unnecessary horizontal repositioning, and thus maximising survivability.



Figure 1a (Above): 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 (Above): Completely avoid falling debris and eliminate the need to reposition. Dark Sight who?

Pairing Teleport with Blink Jump can also be used to briefly place yourself in air, away from a dangerous situation. **Blink's float** function can also be used in addition for increased airtime. Despite possible claims as being non-essential and non-sensible, this function can be wildly flexible and hence practical, only limited by the player's reaction and creativity.

(insert GIF of rush attack, up jump teleport to avoid, damien)

Figure 2a (Above): Briefly places you in air to avoid a dash attack.

(insert GIF of Djunkel FMA float)

Figure 2b (Above): Utilising float's airtime to avoid Darknell's Ultimate Sword Technique aka the big ass slash.

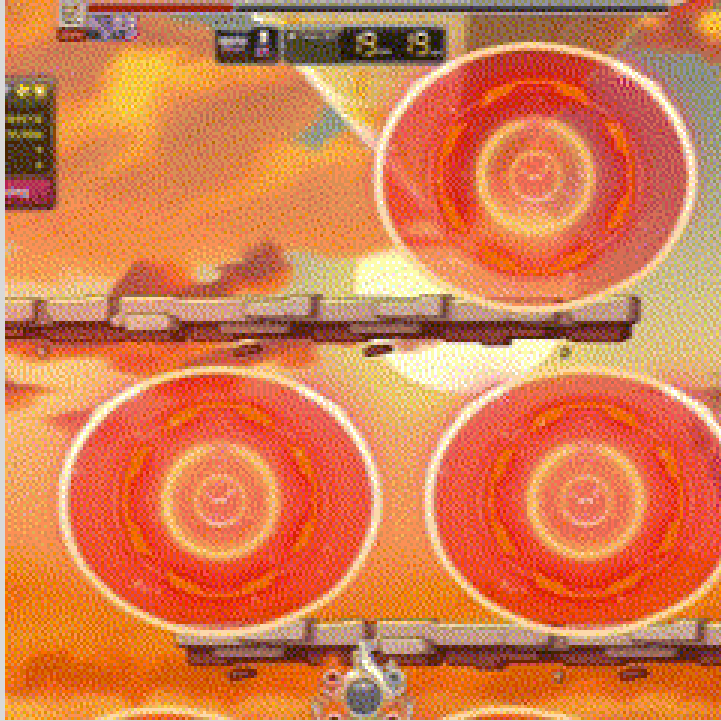


Figure 2c (Above): "Ok but can Kaiser's Teleport do this?" -AbyssalAria

So, there you go. While *it* is still a decent teleport, it is not existent outside of Transformation, and does not offer comparable flexibility, hence functionally only a regular mage teleport at best. The only bragging rights it has is an almost infinite vertical teleport reach that does not really translate into anything for Bossing since it still requires a platform to utilise. And don't even make me mention that pseudo-teleport that has a 5 second cooldown. While I agree that having fun mobility does not necessarily translate to good mobility, objectively speaking, **having an evidently compromised and restrictive mobility should never be comparable to a great one, let alone be claimed the best.**

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 the enemy itself.



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

- 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.



Blue Aura

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:

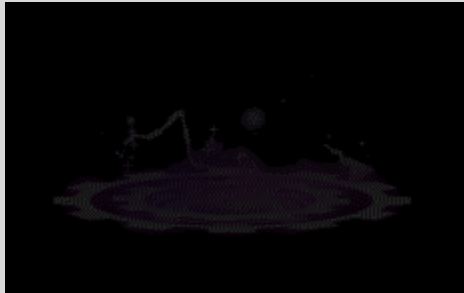
- Boss Damage +5%



Weakening Aura / Debuff Aura

- Enemy Defense -20% (multiplicative)

The debuff requires 2 seconds to apply and lasts for **60 seconds** after aura deactivation. **An aura** (as pictured below) **will appear under the enemy**, along with an audio cue, indicating the debuff has been applied. Aura Scythe replicates the same effect. As long as the skill is cast whenever it is off cooldown, the effect will persist and maintain.



Weakening Aura Hyper Passive Bonus:

- Enemy Elemental Resistance -10%, Final Damage +8%

The Elemental Resistance hyper is effectively ~10% Final Damage against bosses that have resistances. This compounds with the 8% FD hyper, giving fully boosted Weakening Aura **~19% Effective Final Damage in total**, once individual player Insight is factored in. Elemental Resistance decrease also applies additively, so classes with their own decrease skills (i.e. Explorer mage Elemental Reset) will benefit less.

For a more detailed explanation, check this video:

[▶ MapleStory Formulas 101: Ep.5 - What are the Hidden Stats?](#)

Other sources of **Elemental Resistance that do not compound** with Weakening Aura:




Dawn Warrior's True Sight - Enhance (Ignore Enemy Defence and Final Damage still do)





Blaze Wizard's Final Orbital Flame - Fox Mischief

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.

Party Shield

Party Shield  protects against enemy attacks and reduces %HP attacks by 10%. It has a base duration of 40s and cooldown of 180s. With Party Shield's Hyper selected, duration goes up to 55s and cooldown down to 130s (with Rank SS Mercedes Legion and Decent Combat Order). Neither Buff nor Summon Duration affects the uptime of Party Shield.

Hyper Skill boosts can be used when bossing:

-  **Cooldown Cutter:** Cooldown -20% (-36s base)
-  **Persist:** Duration +15 seconds
-  **Enhance / Enhancement:** Reduction on %HP attacks +10% (20% total, 21% with Decent Combat Order).

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!”)

Lotus (Remastered)

- Nothing!

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.

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 15 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)



Dark Genesis

- 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

Bufs and Toggles

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



Staff Boost

- Attack Speed +2



Maple Warrior

- All Stats +15%



Decent Sharp Eyes

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



Decent Speed Infusion

- Attack Speed +1



Decent Combat Order

- All 4th Job Skills Level +1



Decent Advanced Blessing

- ATT +20, Magic ATT +20



Decent Holy Symbol

- EXP and Drop Rate, increases by Level

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

Bossing (**DO NOT** use this to train):



Battle Rage

Optional, for additional damage:



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

Useless Skill





Infiltrate

- Try using this skill in a Boss map


Hyper Passive Skills


Unlike most class Hyper Passives where it is more oriented towards main attack skills, BaM Hypers serve to boost support capabilities and Dark Genesis.


Generally it is best to have both **Dark Aura - Boss Rush / Boss Killer**  and **Weakening Aura - Elemental Decrease / Debuff Aura - Elemental**


Reset , regardless of setups. These two hypers are where most of your support capability comes from.



Anything from this point on is totally up to preference and playstyle.

Dark Genesis - Cooldown Cutter  can be used if mobbing is prioritised.

Reinforce  is recommended for Hyperburn, should you need the extra damage.

Additional Reinforce / *Proc Reinforce*  is generally not selected since it only adds around 2% FD to Final Attack, a skill that only contributes 1.5% in a full rotation BA.


Blue Aura - Dispel Magic  is an extremely niche but still very useful addition, found especially so in **Tenebris Bosses and onwards**.
(I would go on and tell you how many times this Hyper has saved me in those bosses.)

As for **Party Shield Hypers** , it's really up to how you use Party Shield in Bosses. Recommend prioritising **Cooldown Cutter**  for more timing flexibility.

Addendum: You don't have to constantly reset Hyper Passives. As long as you have the two essential ones, missing out on any other skills **WILL NOT CHANGE THE GAME BY MUCH**. Play around with the class more, experiment, and decide it for yourself.

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 Buff or Summon Duration. Cooldown reduction does not work on skills with a charging system (E.g. Altars of Annihilation).

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 30s (lvl 1) to 40s (lvl 30)



Altar of Annihilation / Black Magic Altar

- Max 4 charges
- 20s for each recharge
- +2 lines for each additional altar placed
- Press down arrow and skill key to place 2 altars at max range
- Applies Brand
- ~~You can change equips only when Altars are not hitting an enemy~~ Ring Swapping while Altars are hitting is now possible as of GO WEST update.
- Refer [Altar of Annihilation / Black Magic Altar](#) for more details



Grim Harvest / Grim Reaper

- Large AoE summon
- Press skill key 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
- Brands must be attacked 30 times to disappear during skill's duration
- 2s invincibility frame during start up and end animation
- Keep bosses between Altars to maintain Brands

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)

- Converts %HP damage to a large amount of flat MP
- Useful for tanking high %HP or one-shot attacks but you still get hit by statuses
- Depending on your Max MP, continuous one-shot (namely Gloom's Laser, Kalos) might render this useless
- Super stance
- Skill can be canceled by pressing the skill again, or when MP is depleted



Resistance Infantry

- Short cooldown, placeable summon



Maple World Goddess' Blessing

- Boosts stats and damage%
- Max 2 charges
- 180s for each recharge

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

BaM's 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. As Sweeping Staff and Dark Genesis Final Attack's damage contributions in Bossing are only around 2% and 1.5% respectively (based on pre-HEXA 3-minutes BA, even less so in a Burst), you may replace this with a skill node instead. However, with the New Age patch giving us more skill slots, and upcoming HEXA Masteries requiring the corresponding V-Matrix Boost Nodes to have a minimum level, it is best to have this boost node made and equipped regardless. The reason behind having Battle Burst/Dark Chain as the 6th boosted skill is that there is nothing else good to boost, given Battle Mage's relatively low skill pool.



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.**



Dark Genesis

A screenwide attack that clears mobs quickly. **Not actively used in Bossing.** Also boosts Passive Final Attack's damage.



Battle Burst (Filler)

Rush skill with pseudo-Super Stance effect. Used often in mobbing and in some bossing scenarios where Battle Burst is the preferred mode of mobility over teleport.



Dark Chain (Alternative Filler)

Pull skill. Can replace Battle Burst in Trinode should you desire.

You may also arrange your Secondary Trinode as such to enhance the damage of both Dark Chain and Battle Burst:



Altar of Annihilation / *Black Magic Altar*

Altar of Annihilation is a place down summon where when there are a minimum of two altars summoned, an orb will travel from one altar to another, damaging enemies as it passes through. The orb takes 0.8 second to move from one altar to the next. Damage line starts from 4, increases by 2 with every additional altar summoned. Dark Brand debuff is applied to enemies hit by the orb, and refreshed upon hits. Although not stated in the skill description, the orb procs Dark Genesis' Final Attack, which in turn procs Dark Brand on branded enemies. New altar takes 20 seconds to recharge, and up to 4 can be held at maximum. If all 4 altars are deployed, total recharge time will be 80 seconds, matching up with Grim Harvest and Aura Scythe's cooldown. **By pressing the down arrow key and skill key simultaneously, 2 altars are placed at max range.** The subsequent altars will have to be placed manually, should you desire.

Altar of Annihilation makes up to 15% of our full rotation at maximum efficiency, **that is if the Boss is stationary.** Bosses moving around or moving outside of Altar is to be expected. The best thing that can be done here is to alter your altar placements to best suit any given situation, depending on the Bosses' moving patterns. Unfortunately, there isn't anything concrete for something this high in variability that we are able to share, so instead we **recommend building a sense of situational awareness and creative**

thinking to be able to tell on the fly how many Altars should be placed and how orb hits can be maximised.

“Altar management is probably BaM’s most skill expressive facet, in how people can play differently.” -Esh.

Here are a few examples you may base on:

Double Altar



Summon by pressing down arrow key and skill key simultaneously

- + Easiest and quickest to summon
- + 100% uptime, if maintained consistently
- + Maintains Dark Brand debuff on hit enemy, eliminate the need to telecast for debuff
- + Theoretically allows for more Dark Brand procs by Final Attack, thus maximising off-burst damage
- Least concentrated damage compared to other styles

Triple Altar



In addition to Double Altar, a third Altar is placed right in front of the first Altar

- Moderately time consuming to summon, depending on the placements
- Can be placed in a triangular pattern in a multi-platform map
- + Offers better coverage than Double Altar in situations such as Lucid P2
- Odd uptime to charge time might throw you off

Quad Altar



In addition to Triple Altar, a fourth altar is and can be placed in either side of the second altar

- + Most concentrated damage output, taking full effect of damage buffs
- + Matches the uptime and cooldown of Aura Scythe and Grim Harvest

- Most time consuming to summon
- Depending on your placement, coverage may worsen, becoming less effective

Additional Altar





Summon whenever an extra Altar is recharged, 20 seconds after placing the first




- Not recommended for general use
 - + **Very niche**, but rather useful in Culvert or Punch King to gain a little more points
-

V-Matrix Leveling

Crucial






High priority for long term. 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).
-  **Altar of Annihilation**
 - Strong at level 1, higher uptime in bosses than Harvest.
-  **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**
 - Higher skill level should help mitigate BaM's lower mana pool in tanking damage.
-  **Resistance Infantry**
 - Short cooldown, placeable summon.
-  **Maple World Goddess' Blessing**
 - Supplements burst damage.
-  **Erda Nova**
 - Recommend leveling to a minimum of Level 10, getting its cooldown down to 180 seconds. With BaM's 40 second burst duration, bringing it down to 100s can still be helpful.

Trivial

Low Priority in terms of leveling.

-  **Decents**

-  **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.

Editor's Comment: If you are planning to invest your time into Battle Mage, might as well level everything up equally. It is more efficient that way.

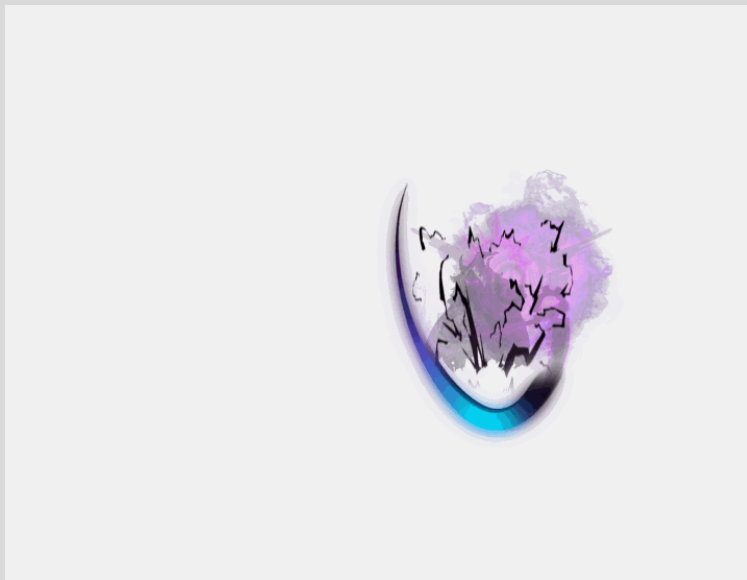
HEXA Matrix (6th Job Skills)

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

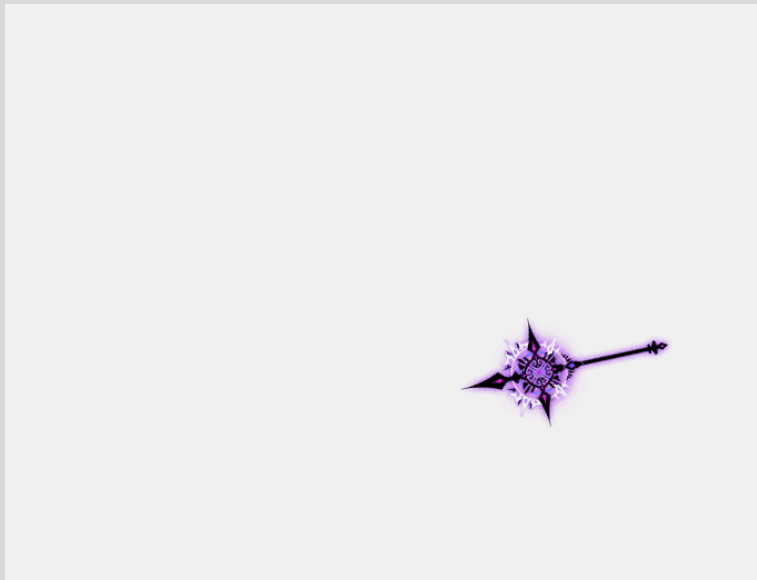
- Attack reactivates passively every 4 seconds, lowered considerably by Master of Death
- Unaffected by Cooldown Skip or Cooldown Reduction (It is a reactivation, not a cooldown)

Mastery Node 2



HEXA Finishing Blow / HEXA Sweeping Staff

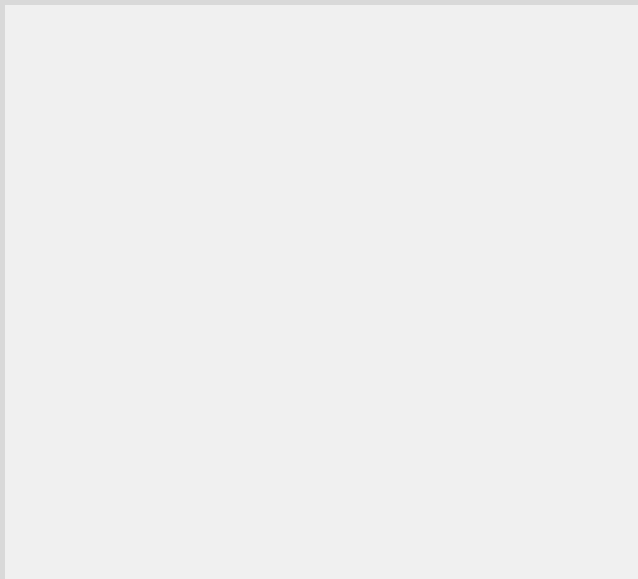
- Single node boosts both HEXA Finishing Blow and HEXA Sweeping Staff





HEXA Finishing Blow / *Finishing Blow VI*

- 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



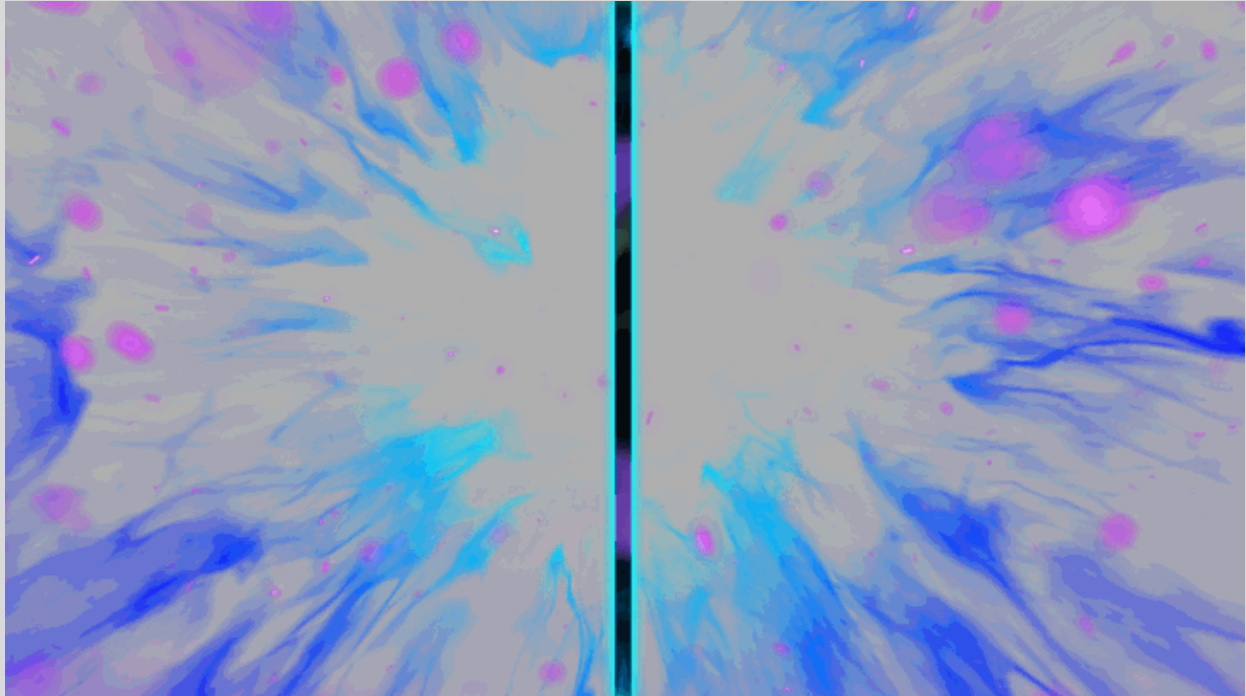
HEXA Sweeping Staff / *Battle King Bar VI*

- 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

Skill Node / Skill Core

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, proccing 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**
 - 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

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.



Aura Scythe Boost / Union Aura Enhance

- Increases Final Damage by 60%



Altar of Annihilation Boost / Black Magic Altar Enhance

- Increases Final Damage by 60%



Grim Harvest Boost / Grim Reaper Enhance

- Increases Final Damage by 60%



Abyssal Lightning Boost / Abyssal Lightning Enhance

- Increases Final Damage by 60%

Common Node / Common Core

Since this does not fall under Battle Mage specific, I will not be diving in deep into this.



Sol Janus

- A mobbing-only summon, unusable in boss map
- Two modes: Dawn and Twilight



Sol Janus: Dawn

- I Dawn-know how this skill works



Sol Janus: Twilight

- I have neither watched nor read the Twilight series, I only watch kids' shows like Kamen Rider and Super Sentai

HEXA Skill Build / Stats

Calculated based on Sol Erda Fragment, Attack Speed 10, ROR4 Full Rotation, and simplified.



 1	 1	 1	 1	 4	 1	 1	 6	 3
 9	 5	 4	 8	 10	 3	 19	 10	 10
 13	 4	 4	 6	 10	 10	 9	 12	 15
 29	 20	 11	 MAX	 20	 MAX	 12	 11	 10
 MAX	 20	 20	 15	 MAX	 19	 MAX	 MAX	 MAX

(Mobile) Scroll towards the right to view more.

(WIP) Sol Janus Leveling

Heavy wapper = Janus 10, 20, 30.

Daily gamer = other skills

HEXA Stats

You may start anywhere in the second row of the skill build

Highest Value → Lowest Value


Magic Attack → INT → **Crit Damage**

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.

You may scroll your shield with any preferred Armor Magic Attack scrolls available in your respective servers.

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.

(WIP) WSE Optimisation

GMS: Anywhere between 7/2/0 to 9/0/0 (Magic ATT/Boss Damage/IED) is viable.

MSEA: Whatever combination of Magic ATT, Damage on Boss monsters, and maybe 1 line of Ignore Monster DEF.

Due to individual differences in multitude of factors, it is impossible to recommend a perfectly optimised WSE lines for everyone.

Try using [WSE Calculator](#)

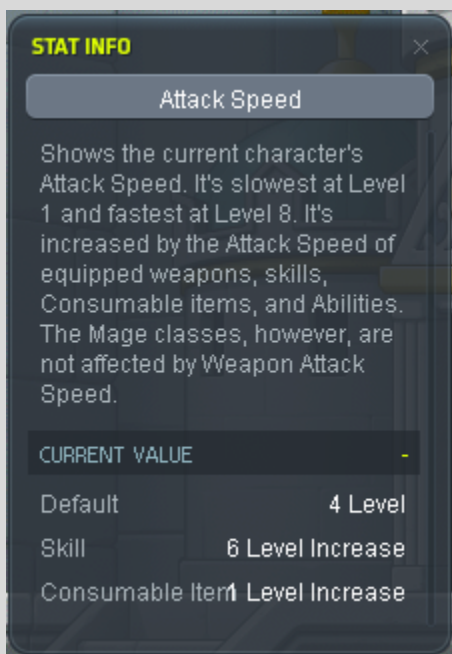
Attack Speed

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 / 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 theoretical AS10 has been reached. ~~The text "Bonus Attack Speed is in effect. / is available."~~ indicates the presence of Green Pot or soft cap breaking skill. Battle Mage's **Yellow Aura (Active) is a soft cap breaking skill**.

P/S: The indication is currently missing in both GMS and MSEA's new Character Info UI, unsure if this is intentional. AS10 is still achievable.

Battle Mage benefits greatly from Attack Speed. By having Attack Speed 10 at all times, it **quickens Reaper's Scythe and Finishing Blow hits** and thus **accelerates Condemnation's reactivation** with Master of Death within the 40-second burst window and **more Dark Brand procs** throughout. That said, reaching AS10 as a Battle Mage is extremely easy, as only Decent Speed Infusion, and either Yellow Aura (Active, including Aura Scythe) or Green Pot are required, thus **Attack Speed +1 is not needed** in Inner Ability. Refer to the table below on how to reach Attack Speed 10.




You may notice that we have a total attack speed value of 11 in the pop-up above. It is because both green pot and yellow aura are in effect. The highest attack speed possible is still at 10.



Attack Speed Breakdown

Icon	Source	Value
	Base (Normal)	4
	Yellow Aura (Passive)	+2
	Staff Boost	+2

Value (Soft Cap)		8
Soft Cap Breaker*		+1
 	Monster Park Green Potion or Yellow Aura (Active)	
	Decent Speed Infusion	
Total Value (Hard Cap)		10

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

 is required for **Bossing** since we do not rely on Yellow Aura 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.

Inner Ability

With the arrival of Dreamer update, Inner Ability preset function has been added that lets you apply set Abilities. 3 presets are provided, with no cost for switching one to another, and swappable in Boss Loot room.

Battle Mage only requires very basic Inner Ability (IA) lines. Outside of a little bit of damage increase, not having certain IA lines does not break the class. Values listed are at their highest possible rolls, if you are only a few percent off each line, you may settle or reroll the values with Chaos or Black Circulators.

Recommended Inner Ability presets

Preset 1: Bossing

Preset 2: Meso Farming

Preset 3: Drop Farming / Boss

Boss Damage (+20%)	Meso Obtained (+20%)	Item Drop Rate (+20%)
Magic Attack (+21)	Item Drop Rate (+15%)	Meso Obtained (+15%)
Damage when attacking targets inflicted with Abnormal Status (+8%) ^[1]	Damage to Normal Monsters (+8%) or Magic Attack (+21)	Damage to Normal Monsters (+8%) or Magic Attack (+21)

(Mobile) Scroll towards the right to view more.

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

Buff Duration should only be viewed as a placeholder until attaining Magic Attack (+21), as the extended duration of Terms and Conditions has no additional impact on Origin Skill; Hyper and V-Matrix skill durations are unaffected.

Magic Attack in IA is affected by %Magic ATT, and it is more or less the same value as 8% Damage.


Battle Mage can achieve 100% **Critical Rate** with other sources. If insufficient, replace any Unique Line with Critical Rate (+20%) instead.



If certain lines are not listed here, assume they are not recommended, as they give very little to no damage nor QOL benefits.

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.

Critical Rate Breakdown

- Universal base rate: 5%
-  Staff Artist / *Art of Staff* (Passive): +15%

-  Staff Mastery (Passive): +20%
-  Battle Rage (Toggled on): +20%

• **Battle Mage's base Critical Rate (Bossing): 60%**

Recommended Additional Sources

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


Since Battle Rage is used exclusively for Bossing, use these to regain the missing Critical Rate for Mobbing










- Inner Ability (20%)
- Phantom Link (15% / 20%)
- Hyper Stats
- Legion Board
- Familiar Badge

Link Skills







Due to individual differences in a multitude of factors (Boss Damage, IED, Legion, Critical Rate, etc.) and personal preferences, **it is impossible to recommend a perfectly optimized link skill configuration** for all characters. Generally **Damage links are preferred**, with other additions such as IED and survivability ones. Listed below are link skills we recommend getting overall, ones with ★ are recommended to have for bossing. Feel free to swap out conditional link skills for utility ones should you desire.

Note: Lynn's and Level 3 Link Skill are not available in MSEA.

Self			
Icon	Class	Name	Effect
	Resistance	Spirit of Freedom	Invincible for 8 sec after being revived (at Level 8)

Damage / Boss Damage			
Icon	Class	Name	Effect (Level 1 / 2 / 3 / 4 / 5 / 6)
	Demon Slayer ★	Fury Unleashed	Boss Damage: +10 / 15 / 20%
	Lynn ★ (N/A for MSEA)	Spirit Guide Blessing	Boss Damage: +4 / 7 / 10% Critical Rate: +4 / 7 / 10% Max HP/MP: +3 / 4 / 5%
	Demon Avenger ★	Wild Rage	Damage: +5 / 10 / 15%
	Ark ★	Solus / <i>Ecstasy</i>	Damage: +1% Stacks during combat Damage per stack (up to 5): +1 / 2 / 3%
	Kanna ★	Elementalism	Damage: +5 / 10%
	Explorer Mages ★	Empirical Knowledge/ <i>Magicians' Erudition</i>	15 / 17 / 19 / 21 / 23 / 25% chance to proc stack (up to 3) Damage per stack: +1 / 1 / 2 / 2 / 3 / 3% Ignore Enemy DEF per stack: +1 / 1 / 2 / 2 / 3 / 3%
	Explorer Thieves ★	Thief's Cunning / <i>Thieves' Cunning</i>	Procs upon debuffing an enemy Damage: +3 / 6 / 9 / 12 / 15 / 18 for 10 seconds Cooldown: 20 seconds
	Angelic Buster ★	Terms and Conditions	Damage: +30 / 45 / 60% for 10 seconds Cooldown: 60 seconds (Battle Mage will still use this every 90 seconds)
	Kinesis ★	Judgement	Critical Damage: +2 / 4%

	Cadena ★	Unfair Advantage / <i>Intensive Insult</i>	Damage to lower-level monsters: +3 / 6% Damage to monsters afflicted by Abnormal Status: +3 / 6%
	Adele ★	Noble Fire / <i>Noblesse</i>	Boss Damage: +2 / 4% Damage: +1 up to 4% / 2 up to 8% for each party member
	Kain / <i>Kaine</i> ★	Time to Prepare / <i>Prior Preparation</i>	Proc stack upon defeating 8 enemies or attacking a boss 5 times (up to 5 times), activates upon reaching 5 stacks Damage: +9 / 17% for 20 seconds, Cooldown: 40 seconds
	Illium ^[1]	Tide of Battle / <i>Flow of Battle</i>	Activated when moving a certain distance. Max number of stacks: 6 times, Damage per stack: +1 / 2% , Duration: 5 seconds
Ignore Enemy Defence (IED)			
	Luminous ★	Light Wash	Ignore Enemy DEF: +10 / 15 / 20%
	Ho Young	Bravado / <i>Confidence</i>	Ignore Enemy DEF: +5 / 10% Damage against enemies with 100% HP +9 / 14%
	Zero	Rhinne's Blessing	Ignore Enemy DEF: +2 / 4 / 6 / 8 / 10% Incoming damage reduced by 3 / 6 / 9 / 12 / 15%
Attack / Stats			
	Xenon ★	Hybrid Logic	All Stats: +5 / 10%
	Cygnus Knights	Cygnus Blessing	Attack Power and Magic ATT: +7 / 9 / 11 / 13 / 15 / 17 / 19 / 21 / 23 / 25
	Hayato	Keen Edge	All Stats: 15 / 25 , Attack Power / Magic ATT: 10 / 15
Utility / Miscellaneous			
	Explorer Warriors	Invincible Belief / <i>Warrior's Resilience</i>	Automatically activates when your health falls to 15% of your Max HP or below. Restores 20 / 23 / 26 / 29 / 32 / 35% of Max HP every 1 second for 3 seconds. Cooldown: 410 / 370 / 330 / 290 / 250 / 210 seconds
	Khali	Innate Gift	Damage: +3 / 5% Upon attacking, Recovery Chance 100%, Recovery: 1 / 2%

			of Max HP/MP per second, Duration: 5 seconds, Cooldown: 30 seconds.
	Shade / Eunwol	Close Call	Fatal Attack Survival Chance: 5 / 10%
	Phantom	Phantom Instinct	Critical Rate: +10 / 15 / 20%
Training / Mobbing			
	Mercedes	Elven Blessing	EXP Obtained: +10 / 15 / 20%
	Evan	Rune Persistence	Rune Duration: +30 / 50 / 70%
	Aran	Combo Kill Blessing / <i>Combo Kill Advantage</i>	Combo Kill orb EXP: +400 / 650 / 900%
	Lara	Nature's Friend	Damage: +3 / 5% Procs upon killing 20 monsters Damage against Normal Monsters: +7 / 11% for 30 seconds Cooldown: 30 seconds (runs concurrently with uptime)

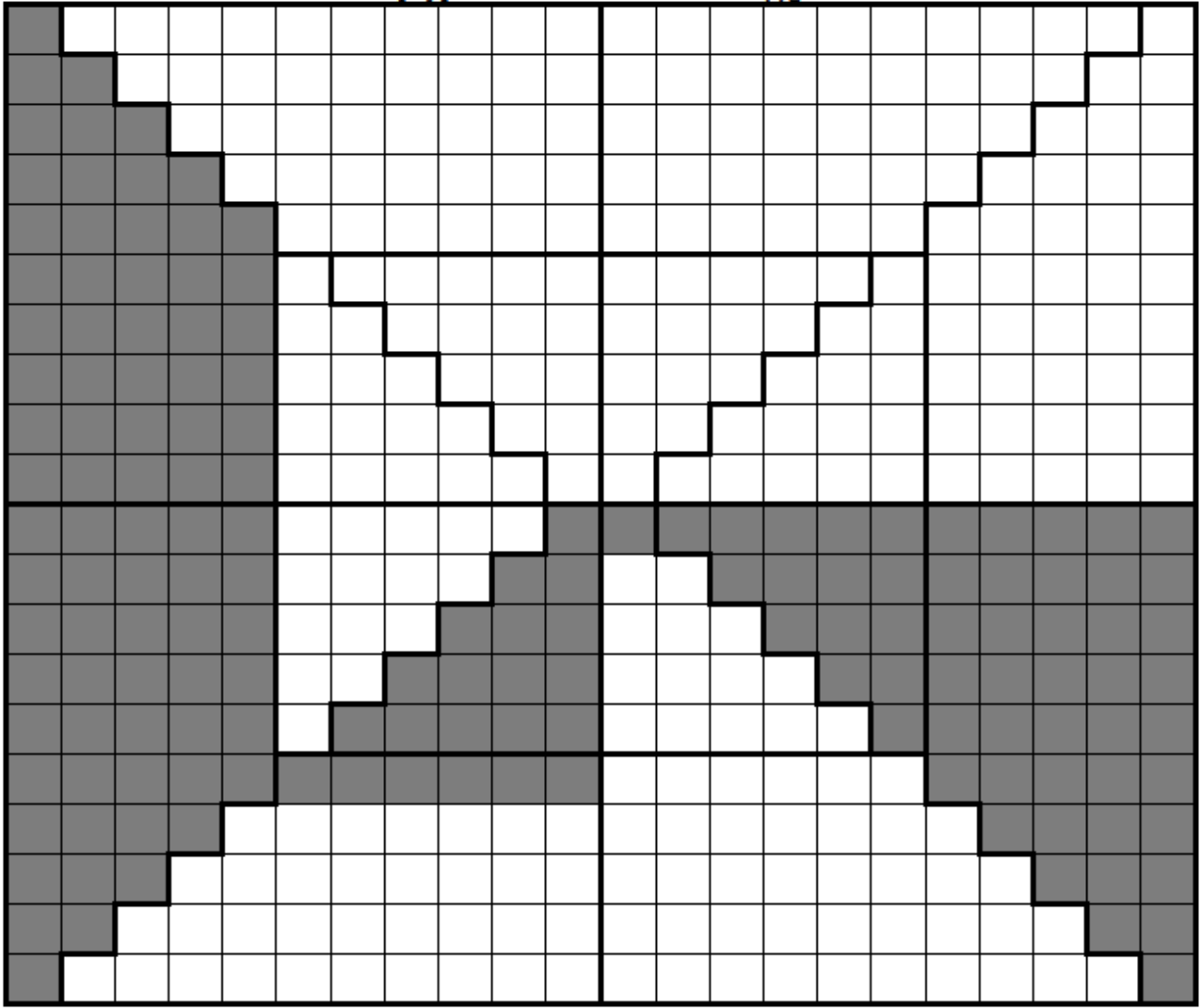
Legion / Union

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 → **Boss Damage** → **Ignore DEF^[1]** → **INT** → **M.ATT = Buff Duration^[2]**

Made by: Xenogent of Bera
Donate paypal: wellifitisntmoehoward@gmail.com



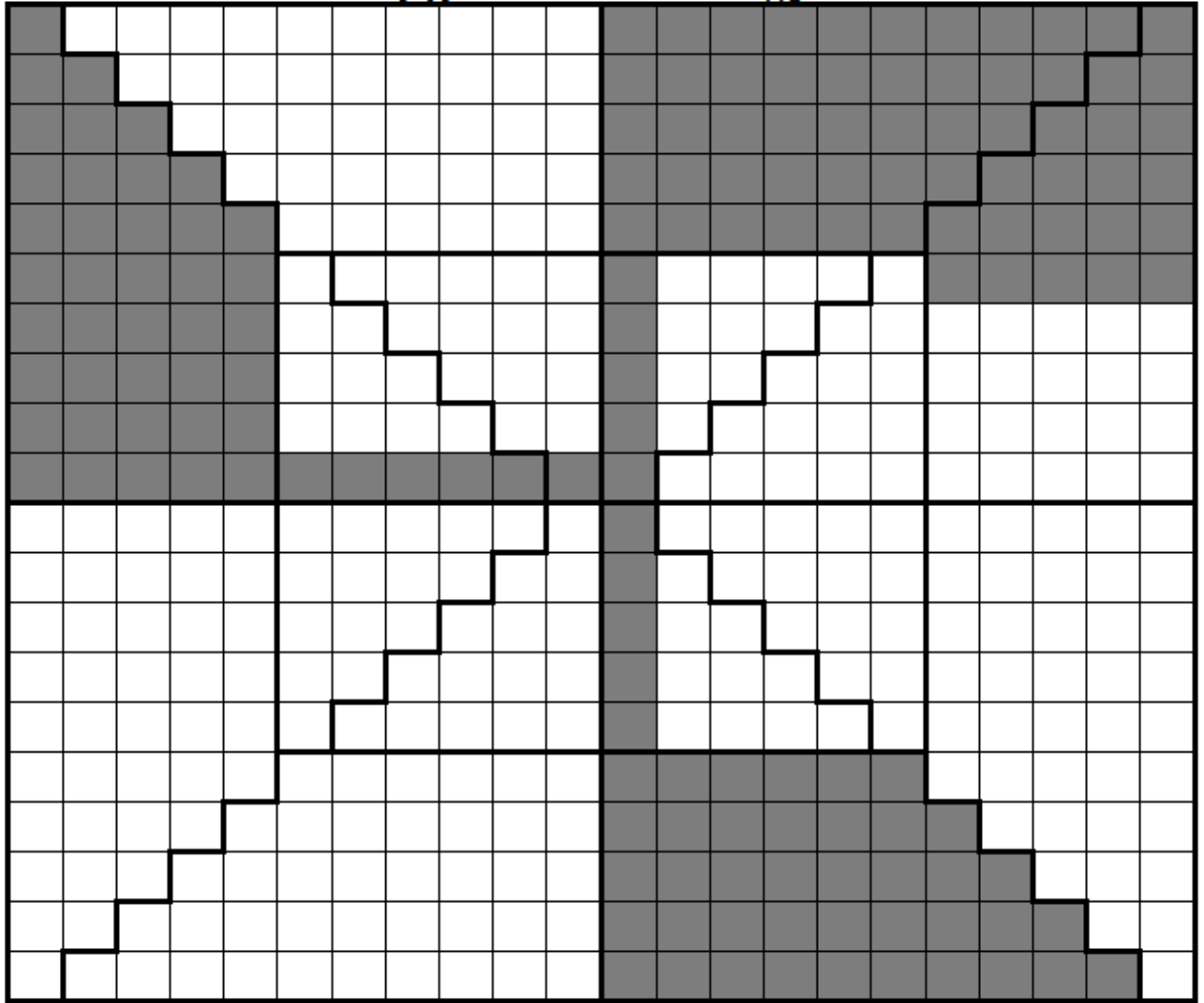
^[1] Enough to achieve your desired amount in visual value.

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

Mobbing

Critical Damage → Bonus EXP → Normal Damage → INT → M.ATT

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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.

Ignore Enemy Defence

Battle Mage's innate sources of IED:



Spell Boost (30%)



Weakening Aura (20%, applied onto enemy)

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

Minimum/Early Game: 90%+

Arcane Bosses (300% PDR): 93%+

Grandis Bosses (380% PDR): 95%+

Decent Combat Orders (DCO)

Decent Combat Orders provides the following boosts:



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



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



1% All Stats to Maple Warrior

Oz Ring / Seed Ring

Battle Mage is in a weird place where all 3 of the more prominent rings (Continuous, Restraint, and Weapon Jump I), assuming at the same level, have roughly the same value. In other words, one ring isn't necessarily better or worse than another ring, and any Level 4 ring is usually better than any Level 3 rings (Continuous Level 3 alone is better than 22* stats ring). Actual values however, do differ after factoring in the weapon's magic attack, party composition (or solo), DPM consistency, boss mechanics, and preference. So to put it simply, the recommendation below shows how to best use each ring for any given situation.

Recommended Oz Rings



Continuous Ring

- Requires 2 minutes of “charge time” before it can activate, making ring swap with Continuous out of the question
- Results in the **highest theoretical damage** among other rings
- Best for solo Bossing with consistent DPM

- Great for Dojo



Ring of Restraint

- Requires you to stay inside its designated zone
- **Synergises with Party Burst and Origin**
- Best for burst-oriented Boss, or a party play
- Cooldown persists after unequipping, recommend swapping with Weapon Jump I for maximum damage



Weapon Jump I






- Also synergises with Party Burst and Origin
- **May perform better than Ring of Restraint** with T7 Magic Attack (+250, Genesis Staff) flame
- Best for burst-oriented Boss, or a party play
- Cooldown persists after unequipping, recommend swapping with Ring of Restraint for maximum damage

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.

Upgrading to Level 5 will be BASED ON YOUR PREFERENCE.

Mobbing





Most maps can be cleared with either:

Refresh 2 Altars , rotate Harvest  / Scythe  (paired with alternating  and ) (**PREFERED**)

or

Rotate Harvest  / 4 Altars , cover rest with Infantry  and Scythe  (paired with alternating  and ) on cooldown

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


Teleport → Battle Burst → Finishing Blow → Teleport ( →  →  → ) provides excellent mobility, and will cover most floors and platforms.


Remember that Blink Jump  provides additional teleport in the air after usage.

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.

DPM / Off-Burst

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



As mentioned earlier, **Weakening Aura**  applies a **~19% Effective Final Damage** debuff to enemies. **Make sure the enemy has this debuff applied**. If you are coming out of a burst, the debuff should persist until your next Aura Scythe activation. If the debuff is absent, cast Weakening Aura to reapply. Otherwise, remain in Dark Aura.

Dark Shock's  damage primarily comes from proccing **Dark Brand with a direct attack**. A direct attack includes Finishing Blow, Reaper's Scythe, Dark Genesis, Final Attack, and Sweeping Staff. Note that Sweeping




Staff uniquely counts as 2 direct attacks and HEXA Sweeping Staff counts as 5. The Dark Brand debuff only lasts for 15 attacks for 15 seconds and does not indicate its remaining hit count or duration, and it **must be maintained periodically for optimal damage**. To do so, make sure Dark Shock is toggled on and apply or **refresh the brand with Teleport at least once every 7 to 9 Finishing Blows**. Alternatively, summon **Double Altar** to maintain brand debuff on hit enemies. You may have seen past videos of Battle Mage constantly telecasting for damage. Dark Shock's damage by teleport was significantly shifted over to Dark Brand debuff in the Ignition patch, making **constant telecasting** for damage **unnecessary**.





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

Condemnation   activates with 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 visible 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.


Resistance Infantry  and **Sweeping Staff** /  are two of Battle Mage's short cooldown skills. 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. If you are going into Burst, this skill is recommended to cast alongside Summons but before other burst buffs, to maximise Reaper's Scythe hits. Sweeping Staff does more than twice the damage of Finishing Blow and still quite a bit more than fully boosted Reaper's Scythe, but the skill's greater purpose is it uniquely procs multiple Dark Brands in one skill activation: twice with Sweeping Staff, five times with HEXA Sweeping Staff, with additional from Final Attack. Recommend telecast into Sweeping Staff to refresh a new stack of Dark Brand before it procs up to 10 Brands, if Altars are inactive. Due to their decent damage output, these two skills **should be used off cooldown, including mid-burst**.




Due to **Dark Genesis**'  long animation delay, 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. You may still use Dark Genesis in niche situations where Boss is unreachable with other attacks. You may have seen past videos of Battle Mage constantly using Dark Genesis as part of our damage. Final Attack used to only activate when Dark Genesis is on cooldown. It has not been the case since Post-Destiny patch.


Keep **Mana Overload**  **toggled on** to maximise your 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  debuffs. Reapply if absent.


Once applied, swap to and maintain at Dark Aura .

Apply or Refresh Dark Shock  debuff at least once every 7 to 9 Finishing Blows  / .

Keep attacks consistent to maximise Dark Brand  and Condemnation  /  procs.

(Optional) Summon Double Altar  to maintain Dark Shock debuff and further maximise Dark Brand procs.



Cast Resistance Infantry  and Sweeping Staff  /  off cooldown. Recommend Telecast into Sweeping Staff.

No need to toggle off Mana Overload  unnecessarily.

Burst Rotation

BaM has a three minute Full Burst rotation, with Half Burst up every 90 seconds. Full rotation BA ends when burst skills are off cooldown, approximately 170 seconds after factoring in Rank SS Mercedes Legion.

Before starting:

Apply Weakening Aura  and switch to Dark Aura .

Full Burst

 For Liberty

 Maple World Goddess's Blessing



True Arachnid Reflection



Solar Crest



Altars of Annihilation (4)



Resistance Infantry



Grim Harvest



Abyssal Lightning



Aura Scythe



Master of Death



Terms and Conditions



Oz Ring



Sweeping Staff



Crimson Pact

Continue DPM

Half Burst



Altars of Annihilation (4)



Resistance Infantry



Grim Harvest



Aura Scythe



Terms and Conditions



Oz Ring



Sweeping Staff










Continue DPM

Culvert / Sewers

Note:

- Yes, this is **UPDATED**.
- Remember to reapply Weakening Aura  debuff between boss phases, if absent. Otherwise, remain in Dark Aura .
- Use Infantry  and Sweeping Staff  off cooldown.

Optional:

- Craft Fatal Strike I / *Deathblow I* (100% damage for 2 seconds, every 30 seconds). If equipped, time every other Sweeping Staff  with Fatal Strike procs.
- Recommended Ring Swaps:  →  ;  →  ;  →  ;  →  .
You may ring swap anywhen between 65s to 43s remaining.
- Telecast, only if you are able to do it flawlessly.
- Cooldown Hat.

WAITING ROOM

When you're fully buffed, use the following:

-32s



Fatal Strike



Charge Ark Link

-26s



For Liberty (And add to Pet Autobuff)

-2s



Fatal Strike



Aura Scythe (without Cooldown Hat)

Enter

COUNTDOWN



Aura Scythe (with Cooldown Hat, and swap out immediately)



4 Altars



Maple World Goddess's Blessing



Grim Harvest

107s



Terms and Conditions



Ring Activation

98s



+ Sweeping Staff



Fatal Strike+Sweeping Staff

68s



+ Sweeping Staff



Fatal Strike+Sweeping Staff

60s



Maple World Goddess's Blessing

53s



True Arachnid Reflection



Solar Crest

43s



3 Altars



Abyssal Lightning



Aura Scythe

38s



+  **Fatal Strike**+Sweeping Staff



Altar #4

33s



Grim Harvest



Master of Death

21s



Genesis I-Frame

19s (whenever Altar #5 is up)



Altar #5 (**Optional**)



Terms and Conditions



Ring Activation



Sweeping Staff

13s



Crimson Pactum

8s



Fatal Strike+Sweeping Staff

Miscellaneous

I-Frames (Invincibility Frames)

Technically speaking, the casting and disarming animation of Abyssal Lightning give a ~2 seconds i-frame each, and Crimson Pactum, ~7.5 seconds.

Practically speaking however, Battle Mage does not have a true or independent i-frame, like Kain's Dragon Scale or Blaze Wizard's Cataclysm.

Learn to use Ethereal Form (E-Form) instead, it is still useful in many situations.

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.

Battle Rage

This skill forces you to attack only 2 or 3 mobs while toggled on. Do not use this for farming.

Cooldown Reset / Skip

Does not work on Hyper Skills, V Skills, and HEXA Skills (except Mastery Skills based on First to Fourth Job skills). For Battle Mage, this is useless.

Cooldown Reduction

CDR from Mercedes Legion Block or Cooldown Hat works on all skills (except charge type skills) unless specifically stated otherwise. None of Battle Mage's skills truly benefits from this the same way it does to Dual Blade, Phantom, or Fire Poison Arch Mage.

Cooldown Hat

Short Answer: Optional at best. While it does technically reduce the cooldown of Sweeping Staff, Dark Genesis, and Resistance Infantry (and long cooldowns too, but it's negligible), for the purposes of mobbing, the resulting cooldown does not sync up with spawn timer, and therefore does not change mobbing rotations by much. For Bossing however, it's even worse. Sweeping Staff (pre- and post-HEXA) does not do enough DPM damage by itself nor by its Dark Brand procs to necessitate a Cooldown Hat. Most of Battle Mage's damage comes from 40-second Burst, so therefore %INT Hat is still better by far. You can still use it for Culvert tho, if you really care for that.

Long Answer: No.

Buff / 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, and HEXA Skills. For Battle Mage, this is basically useless.

Credits

Updated and maintained by Meijiken

Original guide by Liquecy, Chazelle

Elemental Resistance video by MasteringGaming

Hexa Skill Calculations by Whomuckbob, Necrobook

Culvert rotation by TigerPurrs

Skill Icons from [Orange Mushroom's Blog](#), [MapleStoryWiki](#)

Special thanks to:

Sayim

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koreno

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BackpackMage

Lostx

Tofuplasm

Eshiane

Whomuckbob

XXLMilkers

TigerPurrs

Necrobook

DrYandere

CryptoWarper

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.

Working In Progress

(WIP) Gameplay Overview

Bam being dpm class

How is bam's bossing (

How bam plays as a support (lol, it's literally the same, you do everything for support the same way you for do solo)

Telecast, how and why not anymore

How is bam's mobbing (

The gameplay of this class primarily revolves around three things: Support, Debuffs, and Mobility.

While the class is well known to be an excellent addition to a Boss party as a support, the pièce de résistance, however, is Battle Mage's mobility.

(WIP) Misconceptions 2.0

Telecast

























Support class makes a weak solo class/isn't a good solo class in general/and therefore weak in endgame?

NERFS

Tierlists (something something refer to this guide and make your own judgement)

 1	 1	 1	 1	 4	 1	 1	 6	 3
 MAX	 9	 5	 4	 N/A	 8	 10	 9	 3
 19	 10	 4	 2	 10	 11	 3	 4	 13
 4	 6	 10	 10	 9	 11	 15	 12	 29
 20	 16	 11	 MAX	 20	 MAX	 12	 11	 10
 MAX	 20	 20	 15	 MAX	 19	 MAX	 MAX	 MAX

(Mobile) Scroll towards the right to view more.

 1	 1	 1	 1	 4	 1	 1	 6	 3	 9
 MAX	 5	 4	 8	 10	 N/A	 4	 19	 10	 2
 10	 4	 13	 4	 6	 10	 10	 9	 11	 15
 12	 29	 20	 16	 11	 MAX	 20	 MAX	 12	 11
 10	 MAX	 20	 20	 15	 MAX	 19	 MAX	 MAX	 MAX