



Fire Poison Archmage Guide and FAQ

Updated as of 9/21/2026

Written by Jay MS

Huge thanks to all the contributors!

Guide Outline

I. Introduction
II. Class Overview
III. Class Mechanics
IV. Skill Breakdown
V. Node Priorities
VI. Cooldown Reduction
VII. 6th Job Guide Order
VIII. Links/Legion
IX. Legion Artifact
X. Inner Ability
XI. Attack Speed
XII. Buff Duration
XIII. Critical Rate
XIV. Skill Rings
XV. Weapon, Secondary, & Emblem (WSE)
XVI. Culvert
XVII. Training Recommendations
XVIII. Other Questions
XIX. Additional Resources
XX. Credits
XXI. Changelog

I. Introduction

Hot class. Do big dmg. Get nerfed. Early boss solo anyways.

This document is a collaborative effort between various Fire Poison mages. Although we will try to be as comprehensive as possible, there will inevitably be ways to play this class more optimally. As we were producing this, we learned more about the class ourselves. Hopefully, this guide will serve you well as you learn to play FP.

Before going further, I will preface that this guide is primarily written from a GMS Heroic standpoint (formerly known as Reboot). I am relying on players such as Nimbex from MSEA for information from their standpoints. - Jay MS

II. Class Overview

Is this the right class for me?

Fire Poison (FP) Mage is a high DPM class. Though it can synergize with the bind-burst meta, FP shines most while maintaining damage against a boss. You will be rewarded for aggressive gameplay, but your damage will suffer if you play hide & burst instead. There are plenty of tools to survive and stick to a boss, including the common mage i-frame (Ethereal Form).

FP's playstyle can be generalized as pressing skills off cooldown. You won't be mashing skills. Instead, you'll be popping various keys in some order. This isn't a one-button class, so expect to use a lot of keys. FP isn't particularly complicated, so you'll learn the skill cycles in due time. General guidance will be provided in this guide.

FP requires a decent amount of resources. It starts off with a low base 40% critical rate and 20% IED. Cooldown reduction potentials are also important for FP skill cycles. Due to its damage distribution, FP's hexa efficiency is spread out across tens of thousands of frags. Not a frontloaded class from unlocks. Significant investment is needed in terms of nodes, frags, legion, links, inner ability, and cubing.

If you're a new player or someone short on resources, your progression for this class will be slower compared to some other classes. However, if you genuinely enjoy this playstyle, then take up the challenge and become a great Fire Poison Mage!

Pros & Cons

Pros

- High DPM class
- Excels at solo bossing
- Slow + untouchable debuff
- Potential for lazy mobbing by alternating V skills and popping creeping toxin
- 10 status blocks on a 240s cd
- Short cooldown V skills
- Teleport class for precise and immediate movement

Cons

- High damage uptime required to properly deal FP's damage
- Mediocre crit rate and IED.
- Weak synergy with party bursting (weak 2m burst)
- Lower benefit from ROR4 compared to most classes
- Wants to use CD reduction hat

Should I play this class as a boss mule?

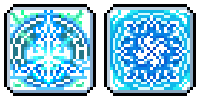
As mentioned above, FP is somewhat resource-intensive. There are many skills that FP wants to use, so it's important to have enough node points for your 5th job. Because of your damage distribution, you'll need to learn to pop many skills off cooldown and keep track of them on your hotbar. If your goal is to burst out of bosses quickly, you would be better off with other boss mules. They would benefit more from cooldowns resetting on boss entry.

After the balance patch changing Infinity into a passive skill, FP doesn't require a high legion anymore. It's not difficult to execute FP skills with decent play, and the low cooldowns can be

engaging for some players. You'll be rewarded for sticking to the boss closely. The class is viable as a boss mule, but you should take a look at bossing videos and the guide below to see if you might really enjoy the class.

III. Class Mechanics

Arcane Overdrive (Not Infinity)



Previously, Infinity () used to be the core mechanic for the explorer mages. It was a ramping % final damage buff that required buff duration to maintain uptime. However, as of the Spring 2026 balance patch, Infinity has become a passive skill that provides 91% final damage (the average of old Infinity's FD).

The 5th job node for Unreliable Memory () has been replaced with a new skill: Arcane Overdrive (). It is a 30s burst buff with a 2 minute cd. This is divided into 3 stages (10 seconds each). Upon activation, it grants a 21% FD buff. With each stage, it goes down by 7% FD until the effect expires at exactly 30s. This is unaffected by buff duration. Unlike Bishop and Ice/Lightning, we don't have a proper 2m burst. As a result, it's not *as important* to align your V skills to the stronger stages of Arcane Overdrive. However, you should be mindful of when you pop your skill sequence during your origin burst.

In 6th job, we get access to the improved HEXA Arcane Overdrive (). It becomes a 2-stage buff: 21% FD and 4-9% m.att at stage 1 and 7% FD and 2-5% m.att at stage 2. Stage 1 ends after 15s, and stage 2 is active for the remaining duration of the skill. Leveling the skill increases duration and %m.att, making it more suitable for the DPM nature of Fire/Poison mages.

Damage Over Time (DoT) Mechanics

FP Damage Over Time (DoT) **Base** Durations*:

 Flame Sweep	 Flame Haze	 Poison Mist	 Ifrit	 Poison Nova	 DoT Punisher	 Creeping Toxin	 Inferno Aura	 Teleport Mastery	 Megiddo Flame
5s	10s	6s	2s	10s	8s	10s	30s	20s	30s

*Note: *Burning Magic* increases damage over time durations by 100%.

Despite being a class based around DoTs, their direct damage contribution is relatively low. They aren't even affected by critical rate. **However, it's important to maintain them for**

fervent stacks (25% final damage cap, 5 DoTs max) and DoT Punisher orbs (+1 orb per DoT on each nearby monster). By regularly casting your skills off cooldown, you'll easily maintain these DoTs.

DoT effects are monster based. If affected monsters die, you will not receive bonuses related to those DoTs regardless of their duration. For example, your fervent stacks will update based on existing DoTs at any time. Additional DoT Punisher orbs will only spawn based on the instant this skill is cast.

In bossing contexts, there are occasions where bosses will become invulnerable. Examples include Lucid's FMA and Will's move/stay patterns. The boss entity becomes invisible, but debuffs and DoTs will remain visible/active for the remainder of their duration.

Flame Haze + Mist Eruption Combo

Flame Haze sets up a poison mist, which can be exploded with Mist Eruption. Upon successful explosion against a monster, Flame Haze's cooldown is instantly reset. **In addition to their other effects, these skills deal more damage than Flame Sweep.**

Because of these skills' cooldown interactions, you can choose to Flame Haze into Mist Eruption or go the other way around. This usually depends on boss movement:

- If the boss remains in the same area, you can be lazy and use Mist Eruption⇒Flame Haze and have perfect Mist Eruption cooldown management.
- If the boss moves, you want to ensure that the poison mist is properly exploded on the boss. Flame Haze⇒Mist Eruption reduces the time gap in which a boss can escape from the mist. Due to the cooldown reset interaction, holding Flame Haze until right before Mist Eruption's cooldown finishes will usually not be an issue. Except when Poison Nova is ready to be detonated, Mist Eruption should be used off cooldown for optimal damage.

Skill Cycle

Primary V Skills



DoT Punisher, Poison Nova, and Poison Chain all have a base cooldown of 25s. A standard lvl 200 merc legion block brings this down to 23.75s. Cooldown reduction potential applies afterwards. Because of cooldown reduction differences, exact cycle duration will vary by player. Therefore, let's talk about the order of a skill cycle instead.

Initial DoT Setup

Before entry, DoT toggles (Inferno aura/Teleport mastery) and summon (Ifrit) should be on.

On entry, set up Creeping Toxin (1). Next, you can Flame Sweep (2). Then telecast (3) into the boss with a Flame Haze (4/5). Within the range of a boss, Inferno Aura (6) and Ifrit (7) will proc DoTs. When used off cooldown, Megiddo Flame (8) sustains another DoT.

Regular Skill Cycle (DoTs set up)

Note: It's recommended to stay within one teleport distance of the boss. As you teleport to the center of the boss, your low duration DoTs (Ifrit, Teleport Mastery) will refresh. This ensures additional DoT Punisher orbs. You will also be in the perfect position to set up Poison Nova to explode.

Main Combo



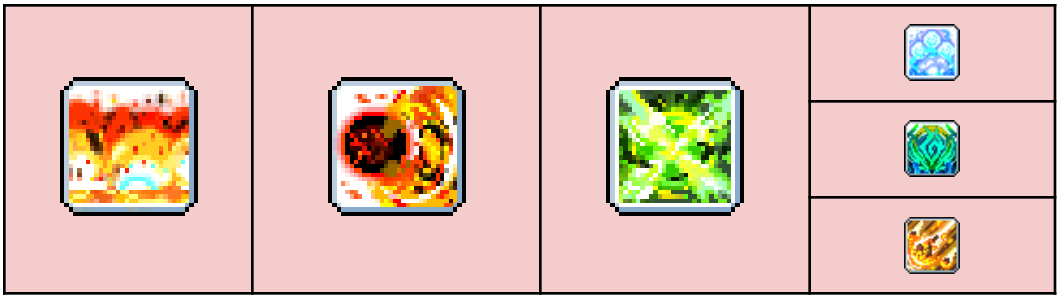
Recommendation: As you're learning the main combo, prioritize detonating Poison Nova under or near a boss. As you only need to explode 3 clouds for maximum damage, the skill floor is not particularly difficult.

Explanation: Poison Nova adds another DoT (9). It'll apply on contact with a monster, so DoT Punisher should be used afterwards. Poison Nova requires 1s before it can be exploded with Mist Eruption. At AS10, a filler skill is needed after DoT Punisher. If a Poison Mist has been set up, attempting to immediately explode after DoT Punisher will result in a whiffed Poison Nova.

<u>Filler Skills</u>

Flame Haze 	This skill has a moderately fast animation, but you are able to telecast to dodge patterns. It will set up a Poison Mist for you to explode with Mist Eruption. When the main combo is ready, you should have Flame Haze set up but avoid erupting until Poison Nova. Otherwise, continue to pop this combo off cooldown.
Poison Chain 	Since this skill doesn't provide a DoT, it doesn't matter as much where it goes in your skill order. You may use it in the main combo to keep cooldowns aligned. Note that its damage is evenly spread out across 18s.
Flame Sweep 	This skill serves as your filler whenever all skills are on cooldown.

Off Combo



Explanation: Best described as popping your skills off cooldown. Flame Sweep otherwise.

AB Link, Elemental Fury, and Sol Hecate: Styx (60s cd)

AB Link Usage



Main Combo	Off Combo
	

Explanation: Depending on your buff duration, AB link might fit in two main combos. However, it's generally not worth delaying your main combo for AB link. Depending on your cooldown reduction, you may have a few seconds of flexibility on when to press AB link. It should be available when your longer buffs (Epic Adventurer, MW Goddess Blessing) come off cooldown.

The highlight of your mini-burst is Elemental Fury and the ignite generated. Sol Hecate: Styx does decent damage and ensures the boss stays in place.

2m Burst

Use the following skill sequence:



2m	Main Combo	 	Main Combo
			

Explanation: Pop your skill sequence buffs. At this time, the boss should be bound with Erda Nova. Pop your main combo, Elemental Fury, and Sol Hecate: Styx. DPM afterwards.Typically, a burst skill ring will only fit one main combo. Since the full benefit of Elemental Fury lasts 8s, you should pop it immediately to take advantage of the shorter duration buffs (ring of restraint and Arcane Overdrive stage 1).

If you have True Arachnid Reflection (Will) and/or Solar Crest (Seren) skills, those will be automatically activated by your skill sequence every other burst.

Origin Burst

In terms of actual burst, FP is a 6 minute class with Infernal Venom in 6th job.



Explanation: Pop your skill sequence and immediately press origin. Since Elemental Fury lasts 9s now, it should be used before your main combo. As soon as the origin bind ends, it's recommended to use the regular bind.

Telecasting

FP doesn't have any animation canceling skills to deal with skill cast animations. However, you are able to teleport during any skill animation *except meteor* (slight delay, improved later). This is useful for dodging attacks while maintaining damage against a boss. If you teleport into a boss, this will also maintain Teleport Mastery's DoT and generate Ignite walls.

Duck teleport is an application of telecasting. Ducking flattens your character hitbox to avoid boss mechanics, but you are unable to normally move without standing up. However, you are able to teleport and remain ducked by telecasting a basic attack while ducked. Casting flame sweep while ducked will produce a basic attack. Meteor and Flame Haze also work but are not recommended due to their cooldowns.

Steps: *Hold duck, cast basic attack, and teleport mid attack animation.* (4 inputs: duck, basic attack, teleport, direction)

IV. Skill Breakdown

Skill Name Localizations

GMS	MSEA

Agile Magic	Magic Acceleration
Creeping Toxin	Poison Zone
Elemental Adaptation (Fire, Poison)	Elemental Adapting (Fire, Poison)
Elemental Decrease	Elemental Reset
Buff Mastery	Master Magic
Megiddo Flame	Megido Flame
Inferno Aura	Fire Aura
Elemental Fury	Ifrit's Fiery Anger
Poison Chain	Poison Pandemic
Mana Overload	Overload Mana
Arcane Overdrive	Arcane Override

Note: I will be skipping self-explanatory passives or irrelevant skills.

Basic Skills (1st-4th)

Magic Guard 	Makes your FP not so frail pre-200 and below required arcane force. Becomes relevant again in Grandis where mobs are determined to destroy you. Some early game bosses interact with magic guard due to old design. However, any relevant boss that deals HP% based damage will ignore magic guard. It's also passive, so no need to think about it.
Teleport 	Instant movement with a slight delay between consecutive teleports. You can use it at the same time as other attacking skills to telecast (teleport+cast). Excellent for dodging bosses while maintaining damage.
Mana Wave 	Mana wave is your up jump and float skill. Depending on your jump height, you can keep your mana wave shorter or higher. Mage float gradually descends, but you can teleport from midair to the ground to reduce falling time.

	Keybinding mana wave allows for a quicker up jump from a lower starting height compared to up + jump tap. If you go from up jump into blink, you can still float afterwards with mana wave. It's also possible to chain regular jump ⇒ blink ⇒ mana wave.
Elemental Drain / Fervent Drain 	Your final damage increases with active DoT effects on monsters, stacking up to 5 times. Regularly casting your skills will keep this passive up.
Meditation 	Your one party buff if you have a mage in the party. Nice. If you happen to party with another mage, make sure to manually cast this for them. Autobuff only refreshes in your vicinity when the buff expires.
Ignite 	All your fire based attacks generate ignite walls, which last 6s. Each trail can hit up to 3 times at 1.5s tick intervals. As a second job skill, it scales massively with boost nodes (+240% FD at lvl 60). Its damage is substantial. In particular, elemental fury will trigger loads of ignite walls while active for FP's "burst." For bosses that move, try to keep them in place or bait them back into ignite walls to maintain damage.
MP Eater 	Worried about mana overload turning off? MP running low from all these skills? Eat some mp. Between occasional potions and MP eater, your mp shouldn't ever run out.
Explosion 	Explosion has a hitbox that goes below you. If you're on a low enough platform, you can use it to trigger creeping toxin beneath you. However, the range has been nerfed in the past.
Poison Mist 	Generates a DoT and can be exploded with Mist Eruption. Generally, you don't need to manually cast Poison Mist, since Flame Haze sets it up for you.

	If you need extra fervent drain stacks while grinding, you can cast Poison Mist for a DoT on nearby mobs. If you miss flame haze and need it reset via Mist Eruption, you can cast this in a boss (preferably when it disappears or cannot be hit).
Creeping Toxin 	Creeping toxin is one of your main mobbing tools that has great horizontal coverage. Any fire based attacks will detonate the pool, unleashing a chain explosion on both sides. However, Ignite and Meteor Shower's passive effect will not detonate this. There's a 60% FD reduction for consecutive explosions within 0.4s of each other. As a third job skill, it benefits significantly from boost nodes (+180% fd at lvl 60). Deals good bossing damage. Since it has no cooldown, you should refresh it often if the boss moves elsewhere.
Elemental Adaptation 	Utility skill: Blocks 10 abnormal statuses and goes on cooldown afterwards. If you dodge properly, these blocks will go a long way in boss fights. If it activates quickly, you get to ward off annoying or potentially threatening statuses in your boss fight. You can only cancel the skill if it hasn't been activated by a status yet. You'll have to reactivate this whenever you enter a boss preparation room.
Teleport Mastery 	The damage is insignificant. However, this provides another DoT for FP's benefit. Its 5th job boost node is linked with creeping toxin, the true MVP. It can also proc Ignite. Teleport mastery will trigger damage reflect if you teleport into a boss.
Teleport Boost 	Longer teleport distance. It's passive.
Elemental Decrease	Your only other source of *ignore elemental resistance* is insight. That's a very limited resource, but we get 10% innately. 40% FD is also nice.

	
Burning Magic 	Worried about DoT duration and maintaining them? Their duration is doubled now. You also deal an additional 15% FD against mobs afflicted by DoTs.
Flame Sweep 	Flame sweep is your default skill when everything else is on cooldown. This comes with its own DoT.
Mist Eruption 	Mist eruption (ME) damage is based on the number of applied DoTs, not the number of poison mists. ME can be used to explode poison nova (1s after activation) and poison mist. After a successful explosion, flame haze immediately comes off cooldown.
Meteor Shower 	Meteor does more damage than a single flame sweep, but the active skill locks you in place briefly. The animation duration is also equivalent to about 2.5 flame sweeps at AS10. Without its 6th job mastery, the active skill is not recommended to use. The passive effect is affected by boost nodes. As a final attack skill, it's affected by legion artifact.
Flame Haze 	Flame haze is a regular part of your arsenal with many functions: ● It casts its own DoT. ● When a monster is struck by flame haze, a poison mist is set up on the monster's location. If it misses, the poison mist spawns on you instead. ● Flame haze also slows down monsters and applies the untouchable debuff for 10s. This negates touch damage and attacks based on that (ex: Damien P2 dash, Vhilla fallen summons, Seren dash & sunset initial 2 swings, etc.). Cooldown is reset by a successful poison mist eruption.

Ifrit 	Ifrit is your cool looking summon who you might forget until you fail to cast elemental fury. It lasts 10m, and Elemental Fury (5th job) will refresh its duration. Ifrit's range is approximately 80% of a flame sweep, so stick to the boss for Ifrit's DoT.
Arcane Aim 	IED is passive. The 40% damage effect applies after a few attacks. Easy upkeep.
Infinity 	Infinity is a passive 91% FD buff. Approximately every 5s, it will heal you by 10% of your **base hp/mp**, meaning it won't be a noticeable amount. Not much else to say for what used to be the core mechanic of the Mages.
Hero's Will 	Provides 3s of immunity to incoming statuses when activated. This can be used for survival purposes and/or safeguarding your burst from status hazards. For abnormal statuses already applied, Hero's Will functions as an all-cure potion (limited). It's recommended to learn to use this in earlier bosses so that you're ready to use it reactively in late/endgame bosses.

Hyper Skills

Megiddo Flame 	Another DoT, but this one takes a second to chase enemies. You can pop this off cooldown. It has a 55% FD reduction from the second flame onwards when hitting the same target. For mobbing purposes, megiddo's range doesn't extend as much as DoT Punisher, but it can be used freely. Note that it can trigger Creeping Toxin.
Inferno Aura 	Another DoT. This time it's a toggle dealing free damage around you. If you sit still without going into combat, it will deactivate after a while. This skill is not affected by damage reflection.

Epic Adventure 	Standard 10% dmg buff.

Hyper Skill Passives

Explanation: Poison Mist does almost no damage. It serves as an extra DoT and setup for Mist Eruption. Flame Sweep's DoT is 1 line of 240% dmg/sec. An additional 20% dmg to its DoT is negligible.



5th Job

DoT Punisher 	DoT Punisher has a tracking function to target monsters in general or bosses (via highest hp). For every active DoT, DoT Punisher orbs increase by one up to a cap of 25. Therefore, you should aim to have as many active DoTs as possible before pressing punisher. Consecutive orbs decrease in final damage dramatically. If you suddenly move far away from your punisher orbs, they may not track monsters until you return nearby.
Poison Nova 	Poison Nova spreads out away from your character at the center. About 1s after cast, the nova clouds show visible change indicating that they

	can be detonated. For bossing purposes, you only need to detonate three clouds on the boss for maximum damage. A synergized Mist Eruption of both Poison Nova and Poison Mist produces significant damage.
Elemental Fury 	Elemental Fury is effectively your mini-burst. To make the most of this skill, align it with your terms & conditions skill (AB link). With proper Fervent Drain upkeep, Elemental Fury will last 6s total. Contact with monsters will generate a significant amount of ignite walls for damage. Since HEXA Ignite walls finish 2s after spawning, the contribution of elemental fury ends 8s after activation. With origin skill activated, your fervent stacks automatically go to 10. This results in a 9s elemental fury every 6 minutes.
Poison Chain 	Poison Chain deals damage over time and spreads. With the same cooldown as DoT Punisher and Poison Nova, this is a part of your standard damage cycle. When mobbing, Poison Chain will spread across monsters, spawn a poison crystal to spread further, and eventually fade away. **NOT** a DoT effect for the purposes of FP, for now. It'll receive significant changes around Spring 2027.
Arcane Overdrive 	It is a 30s burst buff with a 2 minute cd. This is divided into 3 stages (10 seconds each). Upon activation, it grants a 21% FD buff. With each stage, it goes down by 7% FD until the effect expires at exactly 30s. This is unaffected by buff duration.
Mana Overload 	Mana Overload is a free damage toggle. It gains 1% final damage only at specific thresholds (lvl 10/20/30). Otherwise, only the cooldown is reduced.
Maple Goddess Blessing (MW2) 	Burst buff: Increases stat bonuses from Maple Warrior by up to 400% and % damage by up to 20% for 60s.

	Despite the tooltip saying otherwise, it's affected by cooldown reduction from Mercedes' legion block.
Erda Nova 	Bind: Prevents monsters from moving or activating mechanics. As long as the AoE connects with a monster, it will be bound. Useful for keeping Elemental Fury on the boss. Can be used in the middle of other skill animations. Bosses have an internal bind logic that prevents them from being rebound for 90s ***after the previous bind ends***. If your goal is to maximize bind time, lvl 27 is sufficient. Lvl 200 merc legion reduces the cooldown from 112s to 106.4s. A -4s cdr hat brings it down to 102.4s. Near max lvl, you will have to watch the boss's bind resistance go away before you press Erda Nova again. Otherwise, your bind will just whiff.
Ethereal Form 	Utility skill: For 3 seconds, you are i-framed (invincible from boss patterns). While active, you can still use other skills. Can be pressed again to cancel the skill. Can't be activated with 1k hp or less. Cooldown: (75s - LVL*0.5) | 60s at max
Blink 	Utility skill: On the floor, Blink randomly teleports you across the map. When used in air, you can hold Blink to float and move in any direction. This float mechanism has built-in superstance. You can chain the blink float with Mana Wave and Teleport. Passive +30 att. at max lvl. Fun fact: Its text mentions Vapor Blade for some reason. Weird.
Decent Combat Orders 	Increases 4th job skills to lvl 31. In addition to skill damage increase, Decent Combat Orders contribute an increase to passives in the form of 1% IED, 1% mastery, 1% AP, 3 m.att, and 5% buff duration.

Decent Speed Infusion 	+1 Attack Speed. Passive.
Decent Sharp Eyes 	10% Critical Rate + 8% Critical Damage.
Decent Holy Symbol 	Increases up to 35% EXP and 24% Drop Rate. Valuable skill for farming and boss reward rooms.
Decent Advanced Blessing 	+20 M.Att and 475 HP/MP. Passive.
Decent Holy Fountain 	60s summon. When pressing up on the fountain, you restore up to 35% HP per input. Max 20 inputs. Only one fountain can be set up on the map.
Rope Lift 	Mobility skill: Provides upward movement by latching onto a platform above. Pressing the skill key again or double jump will cancel movement. 3s cd. Mainly used for the passive +30 all stat when maxed.
Will of Erda 	Same function as Hero's Will.
Erda Fountain/Shower 	Erda Fountain: Installs a fountain in place. Whenever 12 mobs are defeated, the summon will attack mobs near its location. 60s duration, 60s cd. Reusing the skill will allow you to place the fountain at a new location.

	Erda Shower: AoE skill with exceptional vertical reach. For each enemy hit by the shower, the cooldown is reduced by 2s. 40s cd. Right click to lock Erda Fountain function.
True Arachnid Reflection 	Large AoE skill on activation. Afterwards, a spider eye is spawned in place. For 50s, the summon will strike nearby mobs at regular intervals (3s between each set of hits). 230s cd. Obtained from completing Esfera's story and defeating Hard Will.
Solar Crest 	Large AoE skill on activation. Afterwards, a flame emblem follows your character around. For 51s, the summon will strike mobs around you every 2.1s. 230s cd. Obtained from defeating Hard Seren.

6th Job

Skills

Infernal Venom  **(Origin)** 4400 frags to max	We have a genuine burst skill now, *and* it comes with additional effects. On cast, your fervent stacks are automatically set to 10, meaning your fervent %FD jumps up to 50% FD. This extends Elemental Fury's duration to 9s. Origin is also an iframe *and* an **absolute bind** that can affect all bosses. It can be used mid-air (passive meteors will still proc). The origin cutscene lasts 7s. 80% of its damage output is distributed between 2s and 6s. Skill damage: • (270+LVL*9)*12*17*2 + (260+LVL*9)*15*42
Additional Notes	• During the instant you cast origin, you can still be knocked out of ROR or be afflicted with statuses. The iframe and bind aspects have a slight delay. Keep the boss patterns in mind when you press origin.

	• Origin can be cast mid-air, but you will drop to the floor in the middle of the animation. • Origin bind and regular bind do not stack. Any overlaps will result in the new bind overriding the old bind's duration. This also applies to the "groggy" or self-stun/bind state in bosses like Kalos or Guardian Angel Slime. In the case of slime, the "groggy" bonus FD still applies if origin overlaps with the duration. • Lvl 10, 20, and 30 bonuses are separate. The later bonuses do not replace the earlier ones. • **Upon cast, you'll gain access to a temporary cooldown acceleration effect.** Any 60-120s cd skills used within this window will have their cooldown reduced by the length of origin cutscene (7s). This ensures that your burst/mini-bursts stay on track.
Immortal Flame  **(Ascent)** 100 frags to unlock 4500 frags to max	Ascent skills can be used up to 3x across a boss fight without cooldown. When activated, you are i-framed for the duration of its cutscene. These are best used to push segments to avoid stalling your next burst or against bosses with multiple targets. **This should only be used off-burst, since buffs will not enhance ascent damage.** The ascent cutscene lasts 3s. Skill damage (formula numbers will be changing many times in subsequent updates): • LVL1: base • LVL7: 2x base damage • LVL10: 2.5x base damage • LVL19: 4x base damage • LVL30: 5.83x base damage
Additional Notes	• Unaffected by rings, hat, burst buffs, conditional passive skills, link skills, and consumables <30m duration. • When maxed, 3 ascent usages are roughly worth 2.25 origins. • Ascent will pierce through damage reduction mechanics (-90% FD in closed eye Gloom, -50% FD outside of P3 BM's bubble, Kaling peril/area restrictions, etc).

	• All 3 usages are available in culvert. This should be done off-burst, between cooldowns on a stage that isn't instantly deleted. • When used outside of bossing scenarios, ascent has a 4m cooldown attached to it.

Mastery

In order to activate mastery nodes, the associated boost node level must total at least lvl 40 *without matrix points*. Upgrades to FP's mastery nodes are linear between lvl 1-30. Hyper skill bonuses are applied to the mastery upgrades.

Masteries cost 50 frags to unlock and 2252 frags to max.

HEXA Flame Sweep 	Every 3 Flame Sweeps, an ember debuff is refreshed on an affected enemy, boosting your Mist Eruption damage. This debuff is continuous and isn't consumed. As with before, the DoT effect is negligible. Flame Sweep VI's range is about 12% longer than its base skill. Skill damage: • Flame Sweep: (217+LVL*3)*8 • Ember: (135+LVL*8)*8 • DoT: (255+LVL*6)
HEXA Flame Haze 	The animation has been updated, but the function remains the same as Flame Haze. Poison Mists spawned by HEXA Flame Haze deal increased DoT damage. Skill damage: • Haze: (215+LVL*4)*15 • DoT: (205+LVL*4) • Poison Mist: 476% at lvl30
HEXA Mist Eruption 	The base 41% IED has been increased to 45% IED. Activation range for HEXA Mist Eruption was increased by 8%; explosion range was also increased. Its max DoT bonus FD is increased from 125% to 170%. Skill damage:

	• Mist Eruption: (125+LVL*3)*20
HEXA Ignite 	The duration has decreased from 6s to 4s. The tick rate has increased (1 hit per 0.65s), allowing it to reach its 3 hit cap in about 2s. Skill damage: • Ignite: (45+LVL)*3
HEXA Ifrit 	It looks chonkier now. Attack range appears similar to Inferno Aura. Skill damage: • Ifrit: (168+LVL*2)*3 • DoT: (155+LVL*2)
HEXA Inferno Aura 	The animation has been updated, but the function remains the same as Inferno Aura. Skill damage: • Inferno Aura: (440+LVL*12)*2 • DoT: 500
HEXA Creeping Toxin 	The animation has been updated, but the function remains the same as Creeping Toxin. Skill damage: • Creeping Toxin: (220+LVL*4)*4 • DoT: (217+LVL*3)
HEXA Meteor 	The active skill's range has been increased. The final attack activation rate has increased from 62% to 65%. Cooldown increased from 45s to 50s. Skill damage: • Meteor Active: (338+LVL*14)*12 • Meteor Passive: (231+LVL*7)

HEXA Megiddo Flame 	A lock command has been added. You can lock it or press down + Megiddo Flame to activate a front loaded version. Instead of bouncing repeatedly for up to 5s, the orbs will pile onto a target. **Unfortunately, the later explosions are currently bugged to be unable to proc Meteor/Ignite. Recommended to keep the skill unlocked until fix (approximately Spring 2027).** Skill damage: • Megiddo Flame: (328+LVL*12)*5 • DoT: (768+LVL*9)

Enhancement

In order to activate enhancement nodes, the associated skill nodes must be maxed.

FP enhancement nodes have no additional bonuses. They follow the generic FD formula:

Lvl	1	2-9	10	11-19	20	21-29	30
FD	11%	12-19%	25%	26-34%	40%	41-49%	60%

In line with the jump in Sol Erda+Fragment costs, the large boosts are at lvl 1, 10, 20, and 30.

V skill enhancements cost 75 fragments to unlock and 3383 fragments to max.

Common

 Sol Janus

125 frags to unlock/6268 frags to max

This skill has no bossing function. It’s purely for lazier farming and increased %EXP. It’s up to your discretion how much you want to level up this skill.

The skill has two forms, Dawn and Dusk, which can be swapped between using the  skill and the arrow keys.

 Sol Janus : Dawn

The dawn form summons a fountain-like orb that automatically attacks every 1.9s. With each additional orb, the range of each individual orb will slightly decrease. They must be positioned relatively close to each other. Below are the notable checkpoints for Sol Janus: Dawn.

Lvl	Summons	Duration	%EXP	Sol Erda (Total)	Sol Erda Fragment (Total)
1	1	60	10%	7	125
10	2	70	37%	46	903
20	3	80	67%	116	2916
30	3	120	100%	208	6268

In each level bracket, you gain an additional +2% exp per level.

Skill Damage Formula: (390+(LVL*10))*6



Sol Janus : Dusk

The dusk form doesn't require additional inputs. Whenever you or your tracking skills attack mobs, Sol Janus: Twilight will automatically target and attack mobs. This form prioritizes mobs that are further away from you.

Sol Janus: Dusk gains an additional crystal at lvl 15 and lvl 30 respectively.

Skill Damage Formula: (585+(LVL*15))*6



Sol Hecate

125 frags to unlock/6268 frags to max

This skill is primarily for bossing, providing multiple utilities at different levels (1, 20, 30). The base skill is a toggle summon that follows you around and deals damage over time. Sol Hecate's damage formula is personalized by class. For FP, it is as follows:

Skill Damage Formula: (125+LVL*9))*6

To control the other skills, use Sol Hecate: Pactum .

 Sol Hecate: Styx (Lvl 1)

Styx is immediately available upon unlocking Sol Hecate. It's a mini-burst skill that provides a unique 4s critical bind. If used in overlap with origin or regular binds, the critical bind duration will pause until the other bind durations finish. With a 60s cooldown, this is perfect for extending burst and guaranteeing some of Elemental Fury's damage.

You can choose to bind this skill independently or link it to Elemental Fury through Sol Hecate: Pactum. If linked, Styx will be cast at the same time as Elemental Fury.

Skill Damage Formula: (255+LVL*17)*8 + (257+LVL*17)*4 + (304+LVL*20)*7

 Sol Hecate: Charon (Lvl 20)

cumulative 3150 frags

Charon is your very own Heaven's Door, activating upon death. Instead of dying, Charon grants you 10 seconds of **true invincibility**. Similar to your origin/ascent, this makes you invulnerable to boss mechanics that ignore regular invincibility (Kalos 2-4 curse death, Kaling p3 map FMA). After activation, the skill goes on cooldown for 10 minutes.

Charon will not activate if Heaven's Door, Aurelia's Elixir, or other door-like effects are still active. It appears to take last priority.

 Sol Hecate: Phlegethon (Lvl 30)

At Lvl 30, Hecate grants you access to Phlegethon, a 120s cooldown burst skill. The damage is not good, as it makes up the smallest portion of Hecate's gain (~1% of BA). There's a slight ~1s iframe on cast.

Skill Damage: (455*4)*8 + (341)*6 = 16606%
This skill must be linked to another skill. Your two candidates are any of your 120s cd burst buffs or Elemental Fury. In the case of a burst buff, you'll miss the skill proc within the origin buff. On the other hand, Elemental Fury can desync from Phlegethon due to different cooldowns and cdr interactions. I would recommend linking Phlegethon to Arcane Overdrive or Ring of Restraint.



HEXA Arcane Overdrive

90 frags to unlock/4035 frags to max

HEXA Arcane Overdrive becomes a 2-stage buff:

- Stage 1: 21% FD and 4-9% m.att **(15s)**
- Stage 2: 7% FD and 2-5% m.att **(remaining duration)**

The buff's duration extends to 31s at lvl1 and 70s at lvl30. At the lvl 10/20/30 breakpoints, each stage's %m.att will slightly increase.

A longer duration on Arcane Overdrive complements FP's DPM well. Nearing max levels, it will also cover FP's mini-burst.

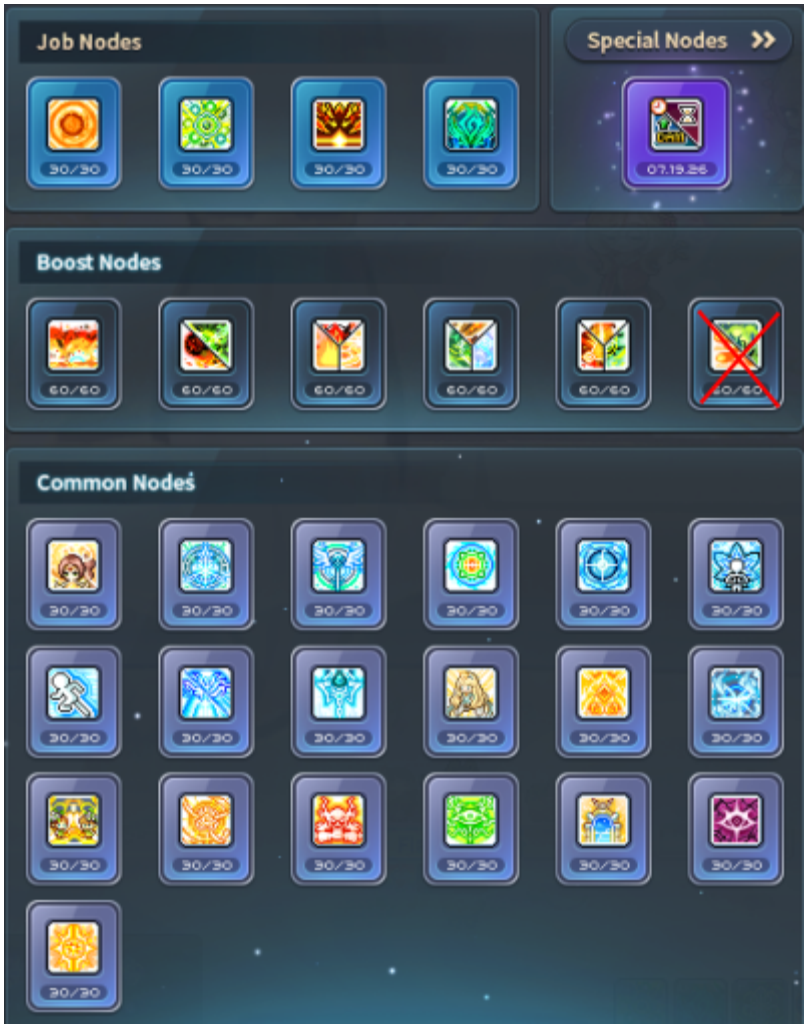
Miscellaneous (Beginner)

Will of the Alliance 	Passive 5 all stat and 5 magic attack. Obtainable by completing [Join the Alliance] questline at lvl 75.
Hero's Echo	4% attack/magic attack buff. 40m duration; 5m cooldown.

	Obtainable at lvl 200 by talking to the Goddess Statue npc at Orbis Tower 8th floor.
Advanced Weapon Tempering 	5% critical damage buff. 40m duration; costs 2 whetstones (10 superior item crystals/twisted times/grand spell essences each). Automatically disabled if weapon/shield are unequipped, including a change through presets. Available when the smithing profession reaches meister (lvl 12).
Aeonian Rise 	10s duration iframe; 120s cooldown. Available upon liberating your genesis weapon.
Oz's Flame Gear 	Summons a very weak wall of fire. It's not worth using or spending the time to obtain it. Available from the Empress's Might questline, which requires countless hours of farming rare drops. Treat this as just a collectible.

V. Node Priorities

V Matrix:



The first 4 boost nodes are your main source of damage. **They are also required for 6th job masteries.** The 5th boost node is worth about 0.5% FD. The 6th boost node is useless.

Nodeshard/EXP Node Priorities

For node efficiency, try to level your primary skill nodes evenly. You may level them according to their weight in damage, but they should not be drastically different.

Rotation Damage: Boost Nodes > DoT Punisher > Poison Nova > Chain = Fury
(AO should be even or slightly higher)

Afterwards, you may focus on other nodes:

- Damage buff: Maple World Goddess's Blessing, Mana Overload*
- Mobbing(+drop): Decent Holy Symbol, Erda Shower

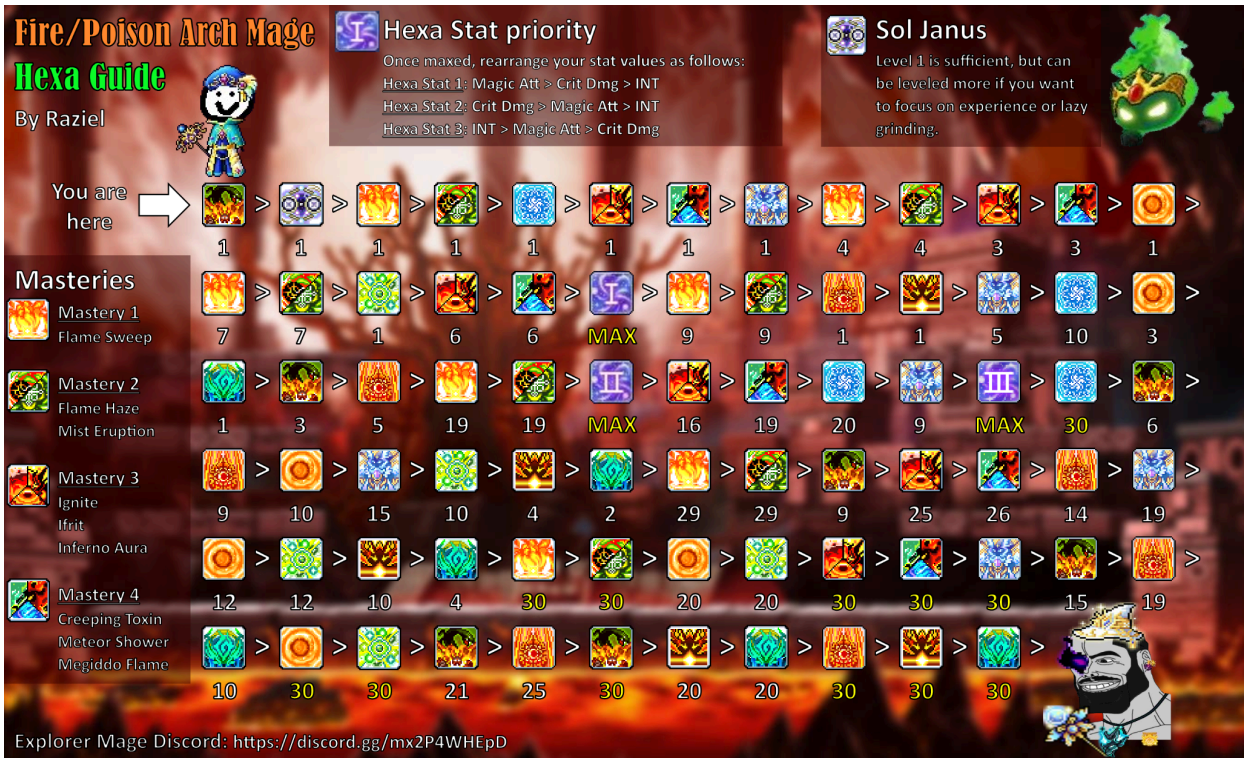
- ❖ Utility: Erda Nova, Blink, Will of Erda, Ethereal Form, Decent Holy Fountain
- ❖ Passive Stat: Rope Lift, Decent Sharp Eyes, Decent Speed Infusion, Decent Mystic Door, Decent Advanced Blessing**

*Note 1: Mana Overload only gains 1% FD at lvl 10/20/30. Higher priority when close to respective checkpoints.

**Note 2: Rope lift gains 1 stat every level. Decent skills only gain 1 stat every 5 levels. The latter should be treated as a final min-max of your node usage.

VI. 6th Job Guide Order

Credits to Raziel for the infographics. Guide order is based on sol erda fragment limitations:



Hexa Stat 1 Unlock: 5 sol erda, 10 sol erda fragments

Hexa Stat 2 Unlock: 10 sol erda, 200 sol erda fragments

Hexa Stat 3 Unlock: 15 sol erda, 350 sol erda fragments

Additional notes:

These guide orders are based on full rotation BAs. In actual bossing, you will see higher contribution from certain skills over others. If your party needs more burst for a damage check,

you might consider prioritizing origin or ascent. Even if you deviate from the recommended path, you're still gaining final damage.

The value of specific HEXA stats will vary by person. It's highly recommended to utilize maplescouter for the HEXA stat optimizer. If not, an arrangement that prioritizes the highest values by M.ATT > INT > Crit Damage is widely accepted. Even if IED/Boss are more effective at a certain stage, Crit Damage has more stable value when considering party support or temporary sources. You can change the specific stats whenever you want, but don't think about any resets until you're done with 6th job. - Jay MS

VII. Cooldown Reduction

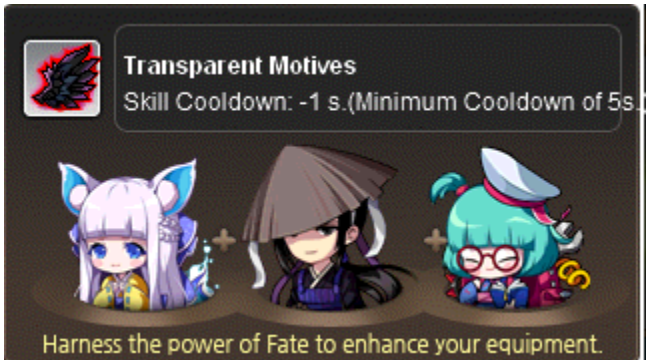
As a class with many relatively short cooldowns, FP benefits significantly from cooldown reduction (CDR) effects. The following are available sources of cooldown reduction:

Mercedes Legion Block
Mercedes' legion effect is 2/3/4/5/6% cooldown reduction at lvl 60/100/140/200/250+. It takes priority over equipment cooldown reduction effects and only stops working when a skill is at 1s cooldown.

Cooldown Reduction Hat
Hats can roll ***Skill Cooldown: -2 sec (-10% for under 10 sec, minimum cooldown of 5 sec)*** and ***Skill Cooldown: -1 sec (-5% for under 10 sec, minimum cooldown of 5 sec)*** lines on main potential. Both -1 and -2 are prime lines. If the goal is more than -2s CDR in Heroic, then black/bright cubes have the best odds.

In Interactive servers, hat bonus potentials can have -1s CDR as a prime line. For the main potential, equality cubes have the best odds of landing high CDR.

Wings of Fate



The threads of fate combination of Izuna + Tengu + Yorozu at 70+ closeness results in -1s cooldown reduction with the Wings of Fate equipped. This is not worth losing 5-set absolab/arcane, however. It can be used while mobbing if damage is sufficient or as part of culvert preparation (+1s on 2m buffs uptime).

Cooldown Reduction vs INT Potentials

At present, we don't have FD values attached to cooldown reduction. However, each additional second is a lot more valuable than the previous one. These are general rankings for hat potentials.

1	-4s + %int
2	-4s
3	-3s + %int
4	-2s + 15-18% int
5	-3s
6	-2s + 9% int = 30% int

-5/6s hat would be ideal, but that's unrealistic for Heroic. Keep in mind that there are usually better things to upgrade rather than to chase ideal hat potentials. You can liberate fine with just a -2s + %int hat.
You might also not want to min-max a CRA hat if you aim to have an Eternal hat in the future.

For bossing mules, anything above -2s + 6% stat is fine.

Important Skills Affected by Cooldown Reduction

1st-4th job, hyper, and V skills are all affected by cooldown reduction unless stated otherwise. Here are some interesting ones:

- *Terms & Conditions* (AB link)
- *Skill Ring Activation*
- *Erda Shower / Erda Fountain*
- *Sol Janus*
- *Sol Hecate* (associated skills)
- *Erda Nova*: Because bosses have a base 90s + bind duration resistance to binds, Erda Nova only needs to be 100s cd after cooldown reduction effects for immediate use. Therefore, due to any cooldown reduction effects, a level 30 Erda Nova (base 100s cd) will come up before it can work.

VIII. Links/Legion

Bossing Links (Lvl 9 Empirical Knowledge (Explorer Mages) is expected.)



Alternate damage link options:

- Luminous: 20% IED (relevant for lower IED players; perhaps below 96% visual)
- Illium: 16% dmg, 10s duration (tp 1-2x to refresh stacks)
- Adele: 18% boss dmg (in party of 4+)
- Lynn: 11% boss, 10% crit rate (**if you have insufficient legion to spec into crit rate**).

- Phantom: 20% crit rate (**if you don't have access to other crit sources yet**)

Alternate survival link options:

- Ren: 6% dmg reduction, including %hp
- Resistance: 12s iframe on revival (**try not to depend on this. You get base 2s iframe on revival**)

Additional notes:

- Cadena link should not be used if you are below a boss's level.
- Links no longer affect 6th job ascent skills.

Farming Links



The priority is to aim for one-shotting mobs. If you lack critical rate, Phantom Instinct can replace Innate Gift (Khali) or alternate damage links. Combo Kill Blessing (Aran) can be dropped for another farming link, since it's a minor increase post-200.

Useful Legion Effects

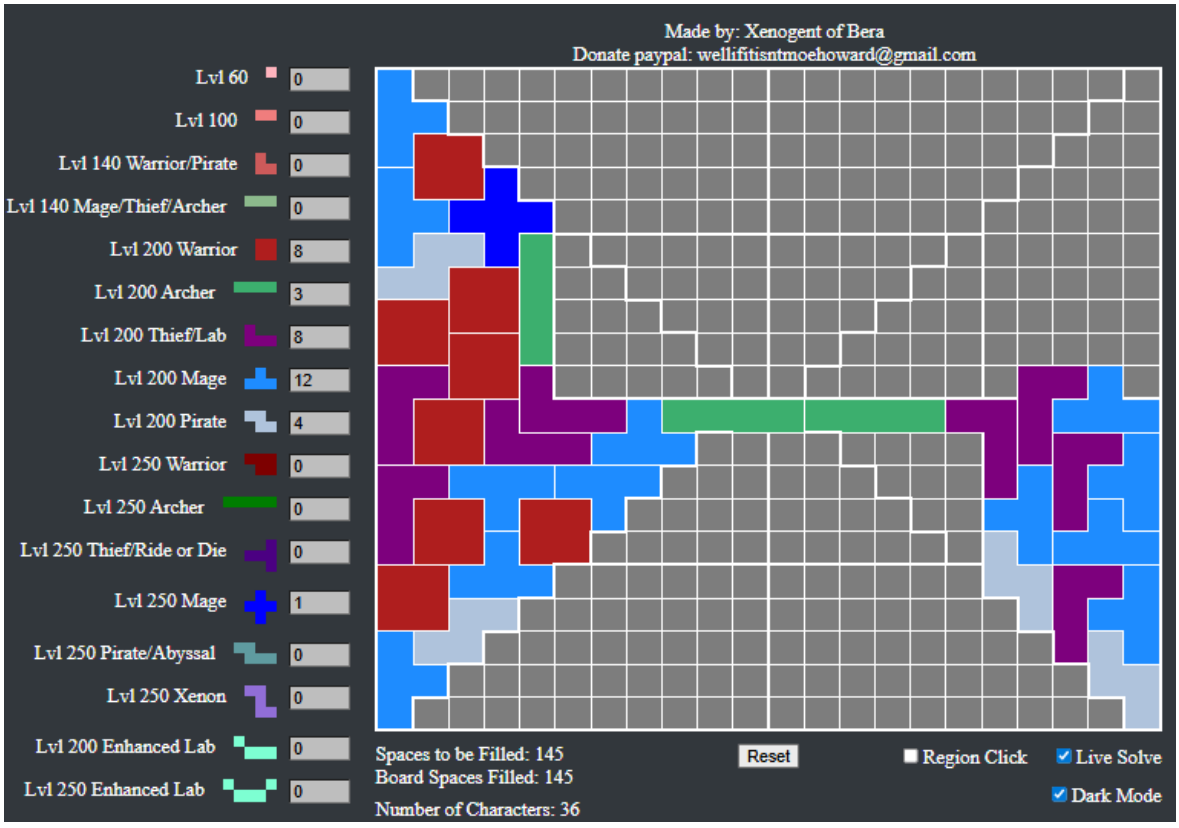
- ❖ Cooldown Reduction: Mercedes
- ❖ Critical Rate: Night Lord, Marksman
- ❖ Critical Damage: Shade, Hayato, Mo Xuan
- ❖ Boss Damage: Kanna, Demon Avenger, Erel
- ❖ Abnormal Status Damage: Sia
- ❖ Chance for Additional Damage: Wild Hunter
- ❖ Ignore Enemy Defense: Lynn, Blaster
- ❖ Max Movement Speed: Ren
- ❖ Buff Duration: Mechanic
- ❖ INT: Ice/Lightning, Bishop, Illium, Battle Mage, Luminous, Lara, Kinesis, Blaze Wizard

- ❖ LUK: Xenon, Cadena, Dual Blade, Shadower, Night Walker, Hoyoung
- ❖ Meso Obtained: Phantom
- ❖ EXP Obtained: Zero
- ❖ Summon Duration: Corsair
- ❖ Status Resistance: Demon Slayer
- ❖ HP/MP Recovery: Aran/Evan

Rough priority for 250 blocks*:
Mercedes > Mo Xuan / Shade / Hayato > Kanna/DA/Erel/Sia > WH > NL/MM > Ren > Lynn/Blaster > Mechanic > INT blocks > others

Note: With the increase in exp from potions, events, and hyper burning, 250 legion blocks have become more common. However, most of these are very min-max gains. If you want to play other classes as sub mains or for fun, that's a completely valid choice.

Bossing Legion



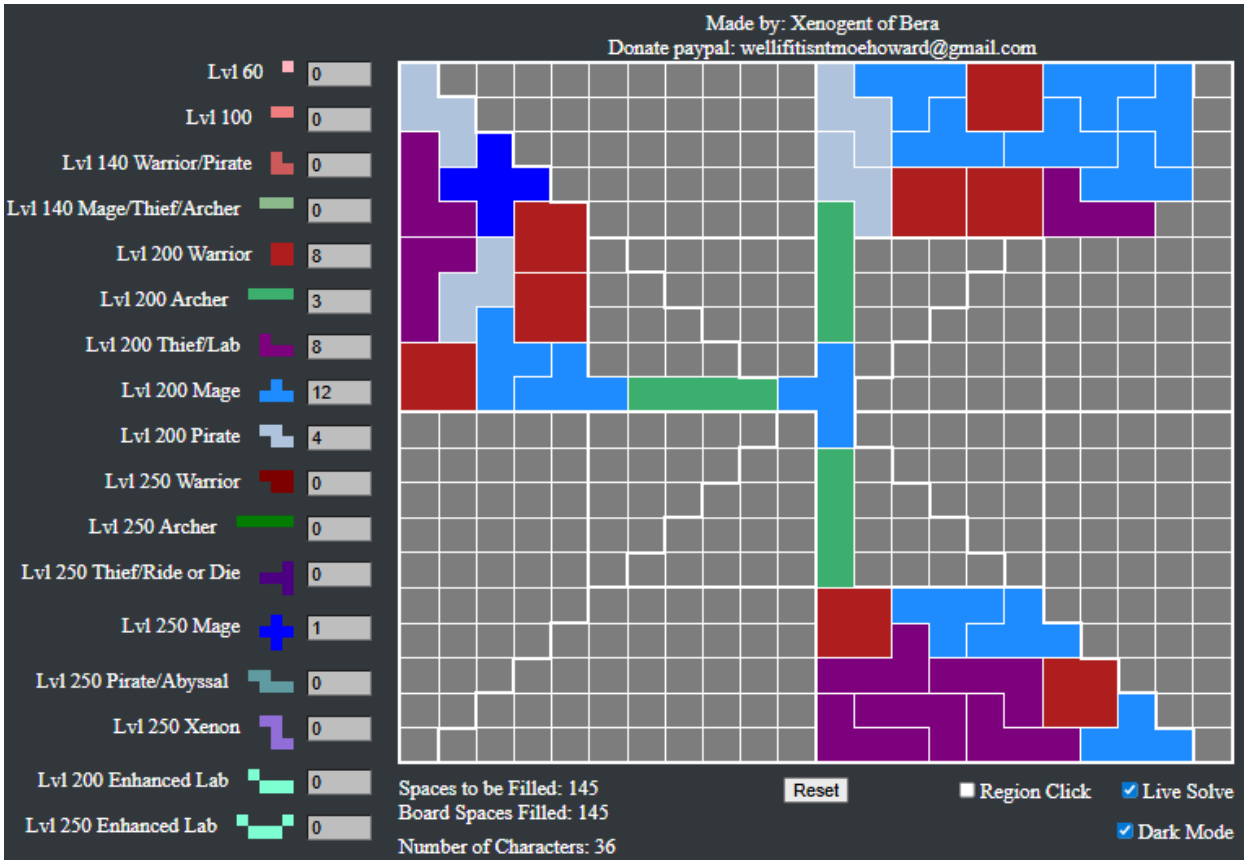
Example: 8k Legion, 1 lvl 250+ mage, most useful blocks + 4-5 irrelevant pieces

Priority: **Critical Damage** > **Boss / IED** (depends on current stats) > **INT** > **Crit Rate > M.att > Buff Duration**

Note: If you have enough legion to spec into buff duration, go down from center (5 blocks). Going left from center takes 6 blocks.

If you're having trouble with the in-game legion solver, I recommend using Xenogent's online legion solver. Issues usually arise as you accumulate more 250+ mage blocks. In a future patch, we'll be free from having to make perfect block arrangements on the grid.

Farming Legion

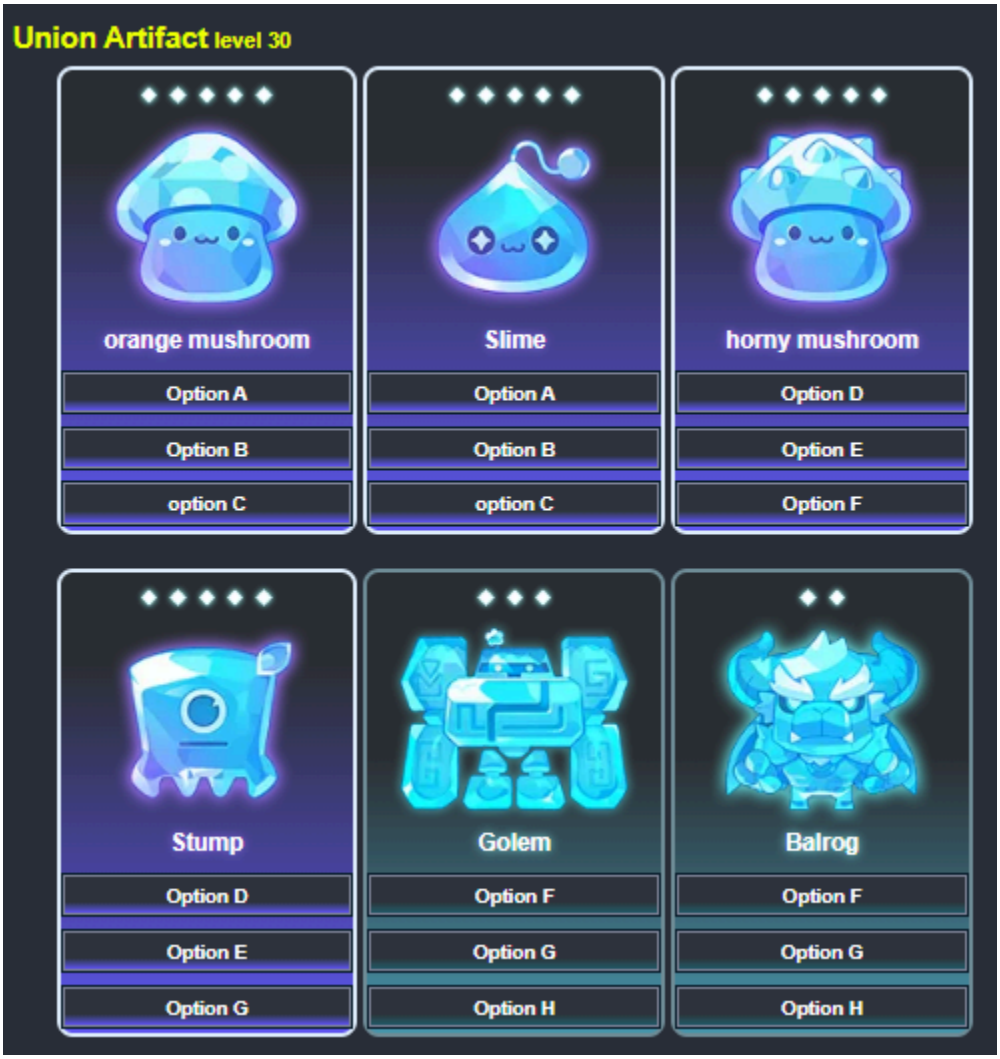


Exp% in your legion outer grid is typically a luxury. If you're not one shotting, it's probably not worth it. If you are, feel free to subtract from other areas. Otherwise, you can make do with critical damage and normal monster damage. Make sure your crit rate remains at 100%, since you won't have Lynn's link on for mobbing.

IX. Legion Artifact

By completing various daily, weekly bossing, and special missions, you can unlock Legion Artifact crystals that provide stats to your whole account.

Each artifact crystal can boost 3 different stat types. You can't double up on a single stat type on the same crystal. Stats will increase proportionally to the crystal lvl (max 5). Since stats max out at lvl10, you will want to arrange your artifact setup to such that priority stats show up twice on lvl5 crystals.



Below are all the available stats at lvl10. Notable stats are bolded.

- **All Stats (up to 150)**
- Max HP/MP (up to 7500)

- **Attack/Magic Attack (up to 30)**
- **Damage (up to 15%)**
- **Boss Damage (up to 15%)**
- **Ignore Enemy Defense (up to 20%)**
- **Buff Duration (up to 20%)**
- Cooldown Skip Chance (up to 7.5%)*
- **Meso Acquisition (up to 12%)**
- **Item Drop Rate (up to 12%)**
- **Critical Rate (up to 20%)**
- **Critical Damage (up to 4%)**
- **Additional Experience Acquisition (up to 12%) / +1 mobs hit for all non-single target skills**
- Status Resistance (up to 12)
- Summon Duration (up to 20%)
- **Final Attack-Type Skill Damage (up to 30%)****

Notes:

- ❖ *Cooldown skip*: Mist eruption can't be skipped, so this has no tangible benefit to our regular skill cycles. Meteor can be skipped for extra damage. Elemental Adaptation's cooldown can also be skipped when you run out of blocks. AB link can be skipped, although it can disrupt cooldown syncing. I would only recommend re-casting it when the buff duration covers your next mini-burst, allowing you to fish for another skip.
- ❖ *Final Attack-type Skill Damage*: This is applicable to *Meteor Shower*'s passive effect, which comprises around 2-3% of our full rotation damage. The value increases slightly with Meteor Shower VI.

Recommended stat priorities:

Damage (15%) Boss Damage (15%) IED (20%)
Critical Rate (20%) Critical Damage (4%) All Stats (150)

Magic Attack (30) Buff Duration (20%)
Remaining preferences

Depending on your farming needs, you may opt to use %meso, %drop, and/or %exp earlier. However, we strongly recommend prioritizing at least the first six stats.
For more information on the system and how to progress, please refer to the namu wiki or videos made about the topic.

X. Inner Ability

Note: This section is especially written with GMS Heroic in mind. GMS Interactive and MSEA may need to approach this differently. **Besides the line types, all of this goes out the window in Spring 2026 when we need to roll for all legendary lines.**

There are several options for your inner ability, depending on your goals, circulator budget, and honor budget. Chaos/black circulators can be used to reroll lines within their tier, so you can settle with lines within a given tier's range (ex: 32-38% buff duration, 15-20% critical rate, 5-10% boss, 7-8% abnormal status dmg).

Ideal (Bossing):

Attack Speed +1 Level
Boss Damage: +10%
8% damage when attacking targets inflicted with abnormal status

Heroic: Ideally, use miracle circulators to land max unique boss damage. It is very expensive in honor to lock 1AS and try to roll for boss damage afterwards.

Once you have circulated for 10% boss damage, you can roll the first/third line on a 50% honor event. You can choose to settle on the third line and save honor.

Budget (Bossing):

Attack Speed +1
x% damage when attacking targets inflicted with abnormal status
x% buff duration

OR

Attack Speed +1
x% damage when attacking targets inflicted with abnormal status
x m.att

Most mages will settle on either option for a while. They're serviceable for bossing and fairly cheap. Buff duration can still improve AB link duration. Critical rate can also be acceptable for the 3rd line if you're early in progression (few crit sources).

With this IA setup, you can safely roll another preset for the ideal IA over time.

Farmer Preset:

Item Drop Rate +20%
Mesos Obtained: +15%

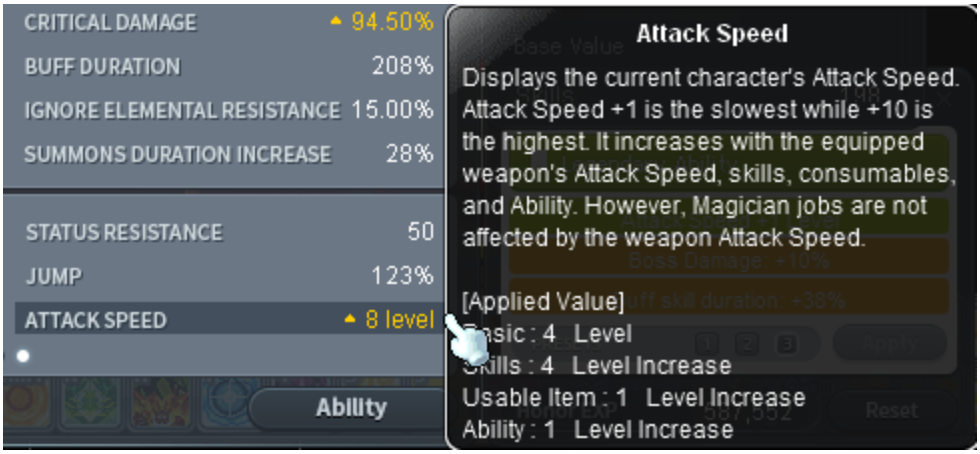
OR

Mesos Obtained: +20%
Item Drop Rate: +15%

With inner ability presets available, you can have an IA dedicated to farming. There are two options depending on your preference. You can choose to prioritize %item drop rate for familiars, nodes, and sol erda fragments ***or*** %meso obtained for more mesos. The last line really doesn't matter, but you can fill it with whatever shows up (% damage against normal monsters, m.att, or critical rate can be helpful).

It's recommended to have at least one preset for 20% drop for boss loot, since the current cap is 500% total drop rate.

XI. Attack Speed



Base Cast Speed	MP Boost	Agile Magic	DSI	Green Pot	Inner Ability	Total (hard cap)
4	1	2	1	1	1	10

Your weapon choice doesn't affect your attack speed. Mages start at base cast speed (4).

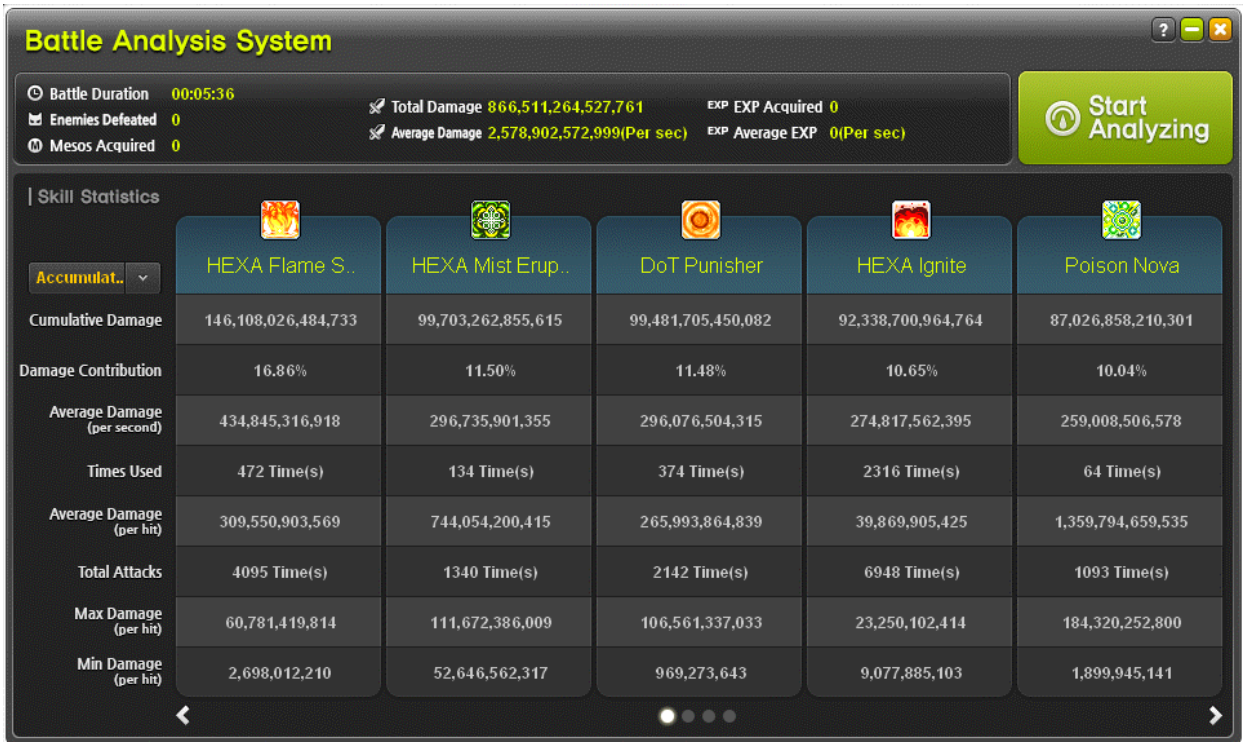
How much does hard cap (AS10) benefit us compared to AS8?

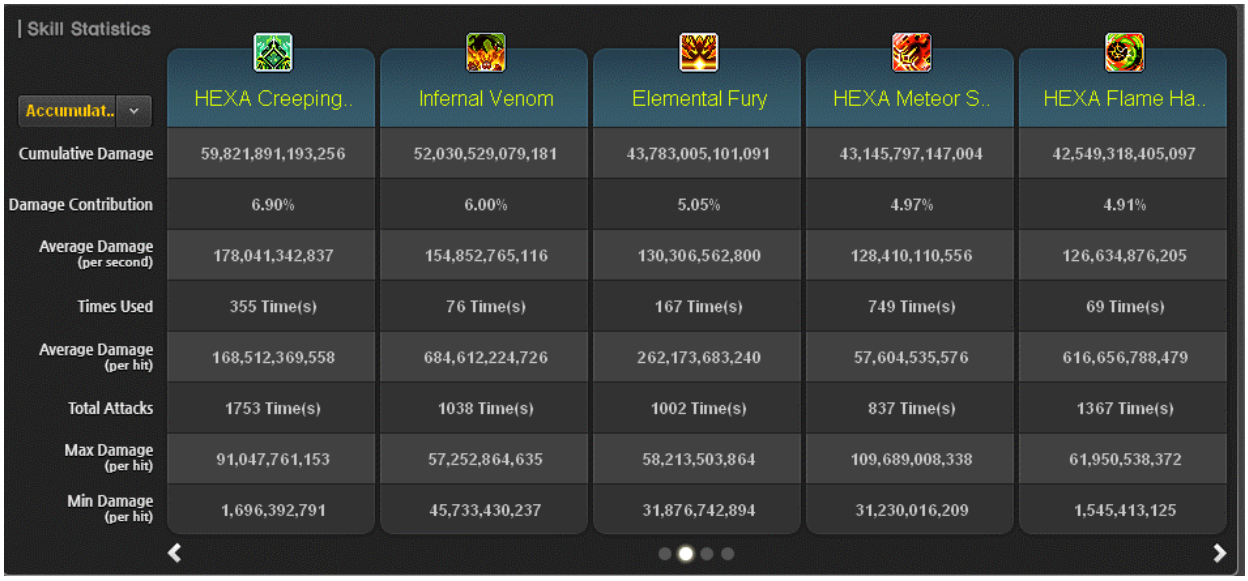
After balance patch / before Hecate patch: On a dojo dummy, the approximate gain from AS8 ⇒ AS10 is 6% FD.

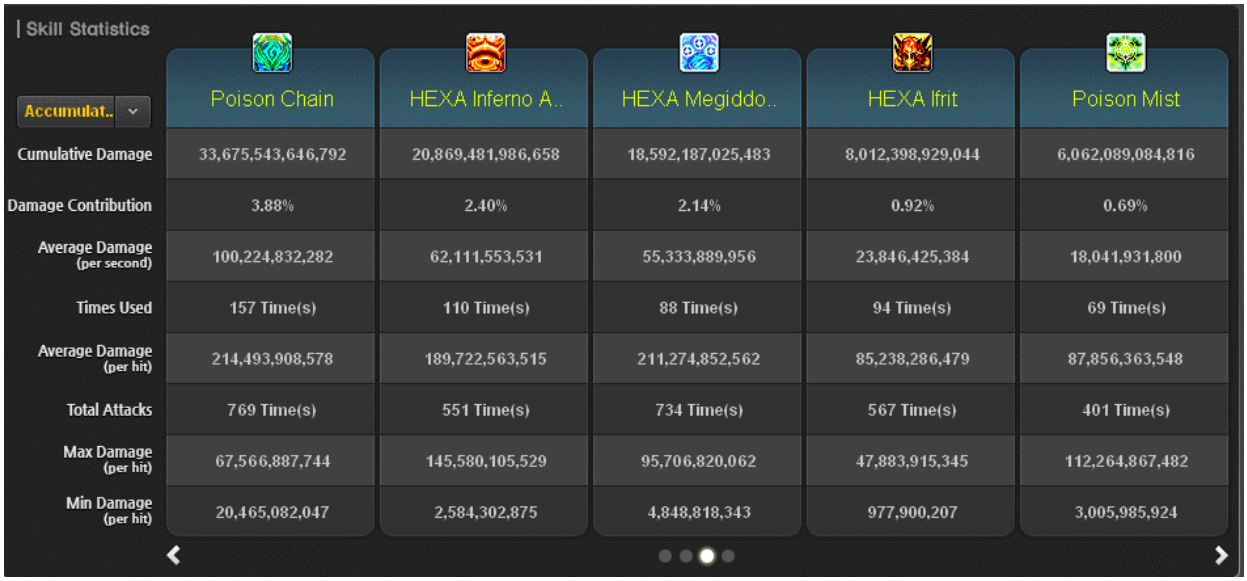
In practical bossing, you'll benefit from faster cast animation QoL, which allows you to react and maneuver around boss mechanics better.

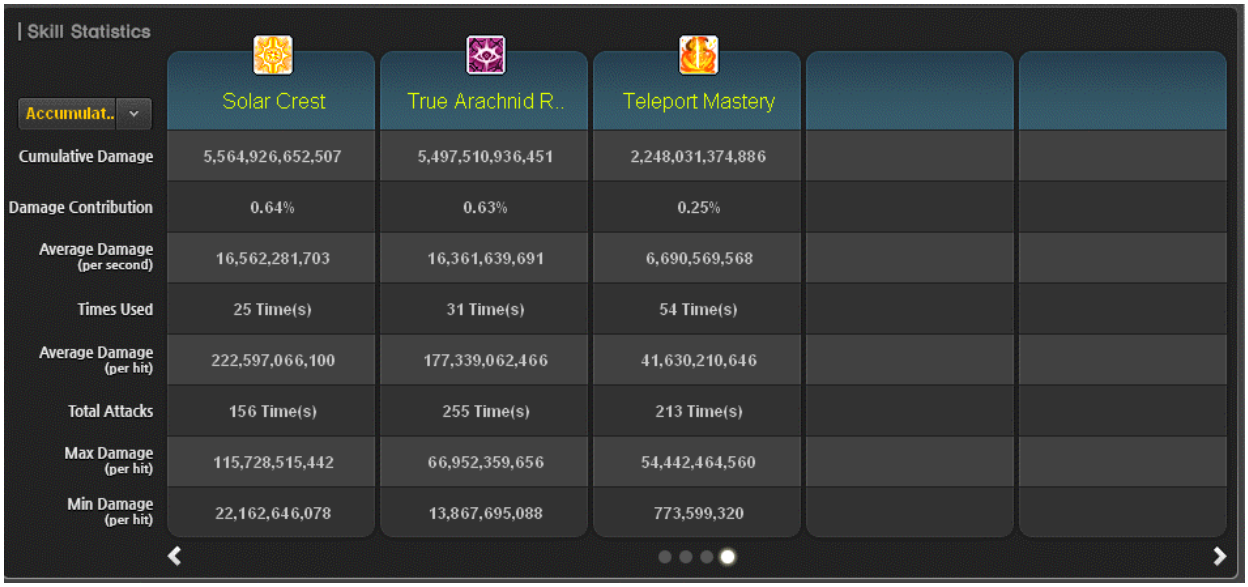
Full rotation BA data at both AS8 & AS10 are provided below for a past patch (pre-Hecate/post-action delays). Fewer teleports were used in the AS10 BA due to the difficulty in controlling the skill. As Fatal Strike has been changed to a fixed 4s duration, it is incorporated into both BAs. Conditions include: Continuous 4 ring and max HEXA.

AS8:

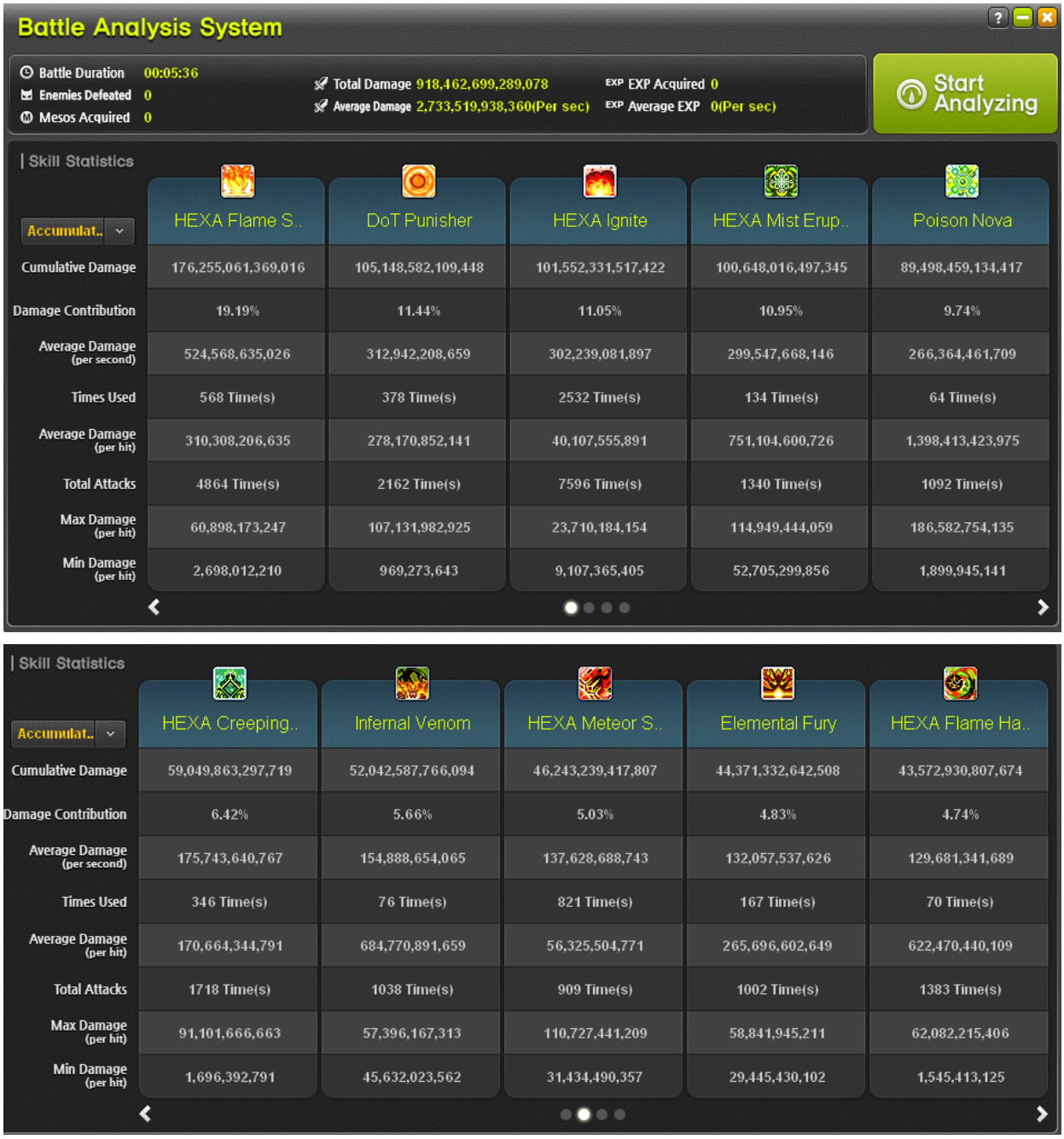

Battle Analysis System
Battle Duration 00:05:36
Enemies Defeated 0
Mesos Acquired 0
Total Damage 866,511,264,527,761
Average Damage 2,578,902,572,999(Per sec)
EXP Acquired 0
EXP Average EXP 0(Per sec)
Start Analyzing
Skill Statistics
Accumulat..
HEXA Flame S..
HEXA Mist Erup..
DoT Punisher
HEXA Ignite
Poison Nova
Cumulative Damage
146,108,026,484,733
99,703,262,855,615
99,481,705,450,082
92,338,700,964,764
87,026,858,210,301
Damage Contribution
16.86%
11.50%
11.48%
10.65%
10.04%
Average Damage (per second)
434,845,316,918
296,735,901,355
296,076,504,315
274,817,562,395
259,008,506,578
Times Used
472 Time(s)
134 Time(s)
374 Time(s)
2316 Time(s)
64 Time(s)
Average Damage (per hit)
309,550,903,569
744,054,200,415
265,993,864,839
39,869,905,425
1,359,794,659,535
Total Attacks
4095 Time(s)
1340 Time(s)
2142 Time(s)
6948 Time(s)
1093 Time(s)
Max Damage (per hit)
60,781,419,814
111,672,386,009
106,561,337,033
23,250,102,414
184,320,252,800
Min Damage (per hit)
2,698,012,210
52,646,562,317
969,273,643
9,077,885,103
1,899,945,141


Skill Statistics
Accumulat..
HEXA Creeping..
Infernal Venom
Elemental Fury
HEXA Meteor S..
HEXA Flame Ha..
Cumulative Damage
59,821,891,193,256
52,030,529,079,181
43,783,005,101,091
43,145,797,147,004
42,549,318,405,097
Damage Contribution
6.90%
6.00%
5.05%
4.97%
4.91%
Average Damage (per second)
178,041,342,837
154,852,765,116
130,306,562,800
128,410,110,556
126,634,876,205
Times Used
355 Time(s)
76 Time(s)
167 Time(s)
749 Time(s)
69 Time(s)
Average Damage (per hit)
168,512,369,558
684,612,224,726
262,173,683,240
57,604,535,576
616,656,788,479
Total Attacks
1753 Time(s)
1038 Time(s)
1002 Time(s)
837 Time(s)
1367 Time(s)
Max Damage (per hit)
91,047,761,153
57,252,864,635
58,213,503,864
109,689,008,338
61,950,538,372
Min Damage (per hit)
1,696,392,791
45,733,430,237
31,876,742,894
31,230,016,209
1,545,413,125

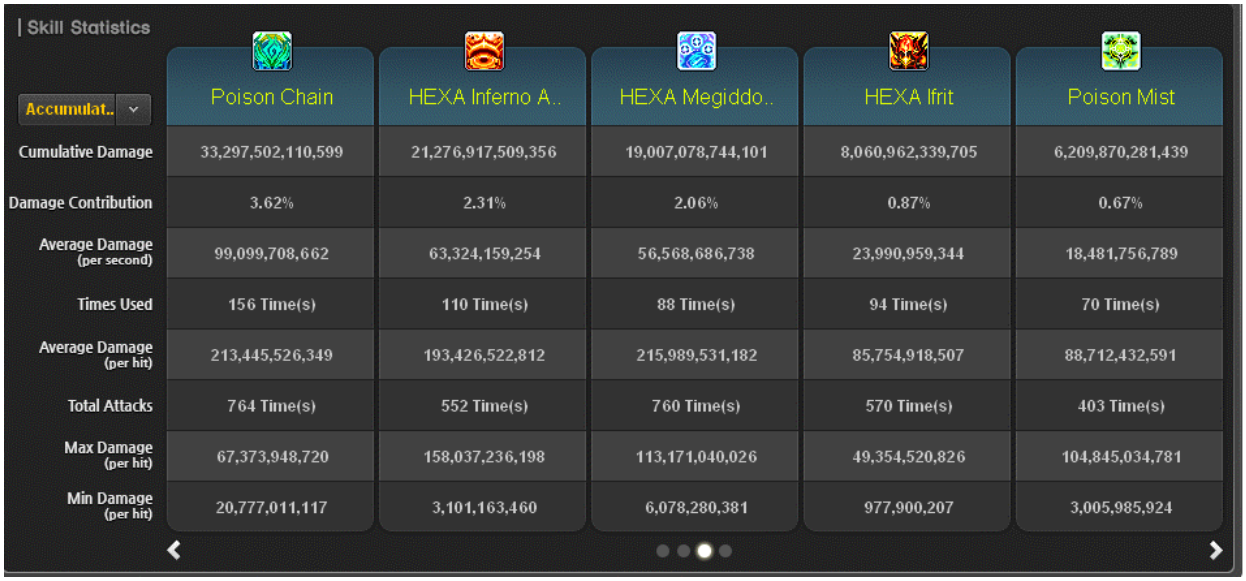

Skill Statistics
Accumulat..
Poison Chain
HEXA Inferno A..
HEXA Megiddo..
HEXA Ifrit
Poison Mist
Cumulative Damage
33,675,543,646,792
20,869,481,986,658
18,592,187,025,483
8,012,398,929,044
6,062,089,084,816
Damage Contribution
3.88%
2.40%
2.14%
0.92%
0.69%
Average Damage (per second)
100,224,832,282
62,111,553,531
55,333,889,956
23,846,425,384
18,041,931,800
Times Used
157 Time(s)
110 Time(s)
88 Time(s)
94 Time(s)
69 Time(s)
Average Damage (per hit)
214,493,908,578
189,722,563,515
211,274,852,562
85,238,286,479
87,856,363,548
Total Attacks
769 Time(s)
551 Time(s)
734 Time(s)
567 Time(s)
401 Time(s)
Max Damage (per hit)
67,566,887,744
145,580,105,529
95,706,820,062
47,883,915,345
112,264,867,482
Min Damage (per hit)
20,465,082,047
2,584,302,875
4,848,818,343
977,900,207
3,005,985,924

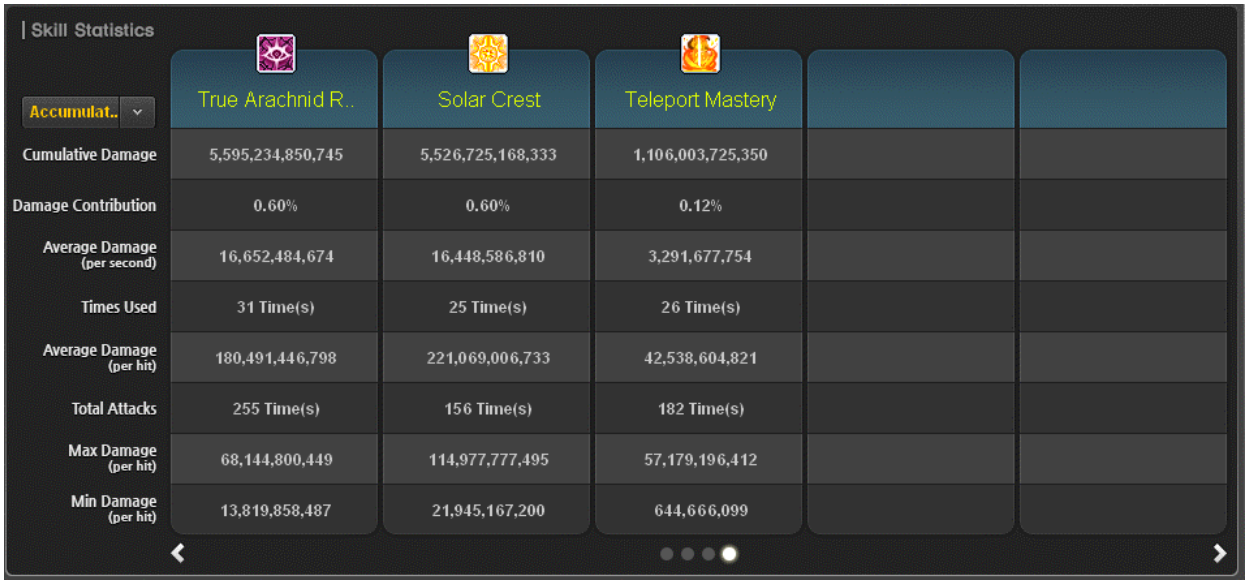

Skill Statistics
Accumulat..
Solar Crest
True Arachnid R..
Teleport Mastery
Cumulative Damage
5,564,926,652,507
5,497,510,936,451
2,248,031,374,886
Damage Contribution
0.64%
0.63%
0.25%
Average Damage (per second)
16,562,281,703
16,361,639,691
6,690,569,568
Times Used
25 Time(s)
31 Time(s)
54 Time(s)
Average Damage (per hit)
222,597,066,100
177,339,062,466
41,630,210,646
Total Attacks
156 Time(s)
255 Time(s)
213 Time(s)
Max Damage (per hit)
115,728,515,442
66,952,359,656
54,442,464,560
Min Damage (per hit)
22,162,646,078
13,867,695,088
773,599,320

AS10:


Battle Analysis System
Battle Duration 00:05:36
Enemies Defeated 0
Mesos Acquired 0
Total Damage 918,462,699,289,078
Average Damage 2,733,519,938,360(Per sec)
EXP Acquired 0
Average EXP 0(Per sec)
Start Analyzing
Skill Statistics
Accumulat..
HEXA Flame S..
DoT Punisher
HEXA Ignite
HEXA Mist Erup..
Poison Nova
Cumulative Damage
176,255,061,369,016
105,148,582,109,448
101,552,331,517,422
100,648,016,497,345
89,498,459,134,417
Damage Contribution
19.19%
11.44%
11.05%
10.95%
9.74%
Average Damage (per second)
524,568,635,026
312,942,208,659
302,239,081,897
299,547,668,146
266,364,461,709
Times Used
568 Time(s)
378 Time(s)
2532 Time(s)
134 Time(s)
64 Time(s)
Average Damage (per hit)
310,308,206,635
278,170,852,141
40,107,555,891
751,104,600,726
1,398,413,423,975
Total Attacks
4864 Time(s)
2162 Time(s)
7596 Time(s)
1340 Time(s)
1092 Time(s)
Max Damage (per hit)
60,898,173,247
107,131,982,925
23,710,184,154
114,949,444,059
186,582,754,135
Min Damage (per hit)
2,698,012,210
969,273,643
9,107,365,405
52,705,299,856
1,899,945,141

Skill Statistics
Accumulat..
HEXA Creeping..
Infernal Venom
HEXA Meteor S..
Elemental Fury
HEXA Flame Ha..
Cumulative Damage
59,049,863,297,719
52,042,587,766,094
46,243,239,417,807
44,371,332,642,508
43,572,930,807,674
Damage Contribution
6.42%
5.66%
5.03%
4.83%
4.74%
Average Damage (per second)
175,743,640,767
154,888,654,065
137,628,688,743
132,057,537,626
129,681,341,689
Times Used
346 Time(s)
76 Time(s)
821 Time(s)
167 Time(s)
70 Time(s)
Average Damage (per hit)
170,664,344,791
684,770,891,659
56,325,504,771
265,696,602,649
622,470,440,109
Total Attacks
1718 Time(s)
1038 Time(s)
909 Time(s)
1002 Time(s)
1383 Time(s)
Max Damage (per hit)
91,101,666,663
57,396,167,313
110,727,441,209
58,841,945,211
62,082,215,406
Min Damage (per hit)
1,696,392,791
45,632,023,562
31,434,490,357
29,445,430,102
1,545,413,125





I don’t have +1AS IA. What sources in my party can help me reach the hard cap?

Ark (Gust Charge Drive)	Battle Mage (Hasty Aura)	Bishop (Benediction)	Blaze Wizard (Burning Conduit)
Buccaneer (Speed Infusion)	Evan (Return Dive)	Lara (Manifestation: Wind Swing)	Thunder Breaker (Speed Infusion)
Zero (Divine Aura)			

Some examples above. If you're not sure, just ask your party. **Support buffs will be gone around Spring 2027 patch.**

XII. Buff Duration

After Infinity was changed into a passive, buff duration is no longer important to FP. However, it can still be beneficial to increase AB link's duration. Here are your buff duration sources:

Buff Mastery	50%
Decent Combat Orders	5%
Empathy (Trait)	10%
Mechanic Legion Block (Lvl 200/250)	20/25%
Tree of Stars (Lvl 210 Sia+Erel)	19%
Legion Grid	40%
Legion Artifact	20%
Event Stats	0-30%

The top portion are readily available sources of buff duration. Buff duration from legion grid/artifact will take significant progression, since the stat is low priority. It's also available from event stats, but it should be one of the last stats you commit event points to.

XIII. Critical Rate

GMS		MSEA	
Base	5	Base	5
Spell Mastery	5	Spell Mastery	5
Arcane Overdrive	30	Arcane Overdrive	30
Decent Sharp Eyes	10	Decent Sharp Eyes	10
Night Lord Legion	4-5	Night Lord Legion	4
Marksman Legion	4-5	Marksman Legion	4
Legion Artifact	20	Legion Artifact	20
Hyper Stats (up to lvl10)	15	Hyper Stats (up to lvl10)	15
Phantom Link	20	Phantom Link	15
Lynn Link	10	Lynn Link	10
Familiar Badges	2	Legion Grid	0-40
Legion Grid	0-40		
Total	**100**	**Total**	**100**

In GMS, the 20% critical rate from inner ability, phantom link, and legion artifact are interchangeable. It's recommended to rely on legion artifact as opposed to the other two options. Early on in account progression, 100% critical rate can be challenging to reach. If necessary, you can slot in Adventurer's Curiosity (archer link) and/or settle with some critical rate on inner ability.

Critical rate is somewhat flexible. If you spec into legion grid or even event stats (1-2 points are cheap), you can reduce the burden on hyper stats or your link slots.

XIV. Skill Rings

Standard setup (can be used together if at least one ring is Level 4):

- **Continuous Ring**: %boss + %m.att when attacking bosses. The uptime is effectively permanent.
- **Ring of Restraint**: %m.att while active within the glowing zone. Press the skill again to move the skill zone.

Alternate setup (if you have neither of the other two rings)

- **Weapon Jump Int**: A weaker active buff without zone restrictions.

Ring swaps are no longer relevant. Attempting to manually swap will set the ring cooldown to 2 minutes.

Grindstone of Life/Faith (Lvl 5/6 Rings)

Upgrade priorities: Cont5 -> RoR5 -> RoR6 -> Cont6

If you have a -4s hat + 250 merc, you can try this rotation to fit in two main combos in ROR5:



Skill ring comparisons:

Cont 3	27% boss, 8% m.att 30s duration, no cd	ROR 3	51% m.att 13s duration, 120s cd
Cont 4	36% boss, 10% m.att 30s duration, no cd	ROR 4	68% m.att 15s duration, 120s cd
Cont 5	45% boss, 12% m.att 30s duration, no cd	ROR 5	68% m.att 20s duration, 120s cd
Cont 6	54% boss, 14% m.att 30s duration, no cd	ROR 6	85% m.att 20s duration, 120s cd

XV. Weapon, Secondary, & Emblem (WSE)

Do I use a wand or a staff?

Generally, you should use a staff, since you can achieve 100% critical rate without using a wand. If you are unable to do so, a wand can temporarily alleviate your crit rate issues. For arcane/genesis weapons, a staff is highly recommended.

What secondary do I use?

Your default secondary should be a shield. ***Deimos Sage Shield*** is the ideal choice with a 20* sf cap. Its recipe (x3 Lidium, x5 Intermediate Abrasives, x2 Superior Item Crystals) is obtainable from Normal Cygnus. Each recipe is a one-time use to be crafted with the Smithing profession, reaching 100% crafting success rate at Level 10 Smithing.

After completing the Hotel Arcus story (lvl 265) and Genesis liberation, you will gain access to the Astra Secondary liberation quests. Through Grandis dailies and bossing, you will acquire Vestiges of Erion and Traces of Battle to eventually unlock the **Astra Arcane Shield** (lvl 200). A few things to note:

- The NPC Erion can be found in Ereve's prison, located at the **Crossroads of Ereve**. The portal can be found under the gazebo/portal in the right corner.
- This liberation has 3 stages, capping at 15/20/30* respectively.
- You can only have one Astra secondary at a time. If you boom it, talk to the npc Erion to purchase a box spare for 1b mesos.
- You can transfer existing potentials/stars from books/shields to the Astra Arcane Shield (1b cost). However, Deimos Shields between 16-20* can't be transferred until stage 2 liberation. There will also be a transfer cost of 10b for 20* shields (consider the tapping cost of lvl 200 items from 0-20).
    - You can transfer as many times as you want. However, the existing potential and SF count will be overwritten.

I would advise against using a book. Although it can be transferred sooner into an Astra secondary, the value of a 20* Deimos shield is greater earlier on.

What is my optimal WSE combination?

[% Magic ATT] / [% Boss Dmg] / [% Ignore Enemy Defense]

On GMS Heroic, FP's ideal WSE is **9/0/0***

*Note 1: You should not be optimizing unless you are working with permanent equipment (Genesis Staff, Mitra's Rage - emblem, Deimos Sage Shield/Astra Arcane Shield).
Note 2: This is based on top prime line only (ex: 13/10/10 % m.att). Double or triple primes will change your optimal WSE.
Note 3: Check expected costs and weigh them against other potential gains before sending your mesos into ~~oblivion~~ optimizing WSE.

XVI. Culvert

Culvert conditions can be planned around. You have 2 minutes in the waiting room, 3 seconds before the timer starts, and 2 minutes for culvert itself. Unfortunately, it would be complicated to timestamp a culvert rotation. Between the differences in time to clear out early phases & cooldown reduction sources, there'll always be some variation.

Below are general guidelines with -4s CDR. Make adjustments for your own cooldown reduction and stage clear speed.

	❖ Prepare Epic Adventure, Goddess Blessing (MW2), Arcane Overdrive, and AB link in the waiting room. ➢ You may want to make a separate skill sequence to avoid using Will/Seren skills. ❖ Enter culvert at around 43s left.
	❖ On entry, set up Creeping Toxin. ❖ Pop Fatal Strike with boss spawn.
	❖ On boss entry, start your V cycle. You should be popping these off cooldown afterwards: (~122s/102s/82s/62s/42s/22s/2s remaining on timer).

	❖ Pop AB link off cooldown. Press Elemental Fury and Sol Hecate: Styx as well.
	❖ Pop Ascents during V skill downtime, ideally when sequence buffs have expired.
	❖ Refresh Creeping Toxin around the 60s mark while other skills are on cooldown. ❖ Activate Solar Crest + True Arachnid Reflection at around 52s left on timer.
	❖ Activate 2m skill sequence around 31-32s remaining.
	❖ At approximately 30s, immediately press Infernal Venom. Fatal Strike should activate around this time. Once the origin cutscene ends, press your V cycle. Then press Elemental Fury and Sol Hecate: Styx.
	❖ In the last 5s, ensure that Mist Eruption is available off cd. At around the 2s mark, send your last V cycle.

Additional Notes:

- As with regular bossing, Poison Chain can be desynced.

XVII. Training Recommendations

These map recommendations are based on regular spawn rates (no Frenzy totem). While additional cooldown reduction makes training comfier, -2s CDR + lvl 200 merc legion effect is sufficient to rotate your V skills according to the spawn cycle (~7.56s). Note that the weakest

link is Poison Chain. If this 3-4 shots, it may not spread and clear a map before the next spawn wave.

In addition to video links, the map location, mob level, and map arcane/sacred force requirements have been included. Maps with mixed familiars will be highlighted in red, while maps with single familiars will be highlighted in green.

Disclaimer: Your mob count may vary slightly compared to values listed below due to server latency differences.

Level 200 - 229

Mob Level	MAP	KILLS/HR	AF	LINKS
204	Vanishing Journey: Rock Zone	11.9k	40	Link
207	Vanishing Journey: Eastern Cave Path 2	12.6k	60	Link
209	Vanishing Journey: Hidden Cave	13.2k	80	Link
210	Reverse City: Hidden Research Train	9.5k	100	Link
210	Chu Chu Island: Mottled Forest 2	15.1k	100	Link
213	Chu Chu Island: Slurpy Forest Depths	10.7k	100	Link
220	Yum Yum Island: Hidden Illiard Field	10.1k	190	Link
221-222	Lachelein: Chicken Festival 3	17.6k	210	Link
222	Lachelein: Victory Plate Street 1	14.9k	210	Link
232	Arcana: The Forest of Earth	13.2k	280	Link
235-236	Arcana: The Volatile and Toxic Forest 1	13.6k	320	Link

Level 230-259

Mob Level	MAP	KILLS/HR	AF	LINKS

237	Morass: Street Cat Area	17.5k	440	Link
239	Morass: Shadowdance Hall 2	17.3k	480	Link
241	Morass: Abandoned Area 3	15k	480	Link
248-249	Esfera: Radiant Temple 3	15k	640	Link
246	Sellas: The Final Edge of Light 6	17.2k	600	Link
248	Sellas: Plunging Depths 3	17.5k	640	Link
250	Sellas: Star Swallowing Sea 3	17.3k	670	Link
250	Moonbridge: Last Horizon 4	16k	670	Link
250-251	Moonbridge: Last Horizon 6	17.5k	670	Link
252-253	Moonbridge: Mysterious Fog 3	16.3k	700	Link
258	Labyrinth: Labyrinth of Suffering Core 6	16.4k	790	Link
259	Labyrinth: Labyrinth of Suffering Deep Core 2	15.5k	820	Link
262-263	Limina: End of the World 1-5	14.4k	880	Link
263-264	Limina: End of the World 2-4	14.5k	880	Link
264	Limina: End of the World 2-6	15.5k	880	Link
263	Limina: End of the World 1-9	16k	1000	Link

Level 260+

Mob Level	MAP	KILLS/HR	SAC	LINKS
261	Cernium: Eastern City Ramparts 2	15.3k	30	Link
261	Cernium: Eastern City Ramparts 3	17k	30	Link
264	Burning Cernium: Burning Royal Library Section 5	16k	50	Link
265	Arcus: Outlaw-Infested Wastes 3	16.6k	70	Link
268	Arcus: Train With No Destination 1	16k	100	Link

270	Odium: Road to the Castle's Gate 5	17.6k	130	Link
271	Odium: Captured Alley 4	18k	160	Link
272	Odium: Sunny Laboratory 3	18.5k	180	Link
274	Odium: Laboratory Behind Locked Door 4	18.4k	200	Link
275	Shangri-La: Blooming Spring 5	18.5k	230	Link
276	Shangri-La: Gentle Summer 5	18k	260	Link
279	Shangri-La: Harsh Winter 5	18k	300	Link
280	Arteria: Western Outskirts	18k	330	Link
283	Arteria: Bottom Deck Passage 5	18.8k	360	Link
283	Arteria: Top Deck 8	18.1k	400	Link
286	Carcion: Calm Beach 3	19k	430	Link
286	Carcion: Giant Coral Colony 3	18k	430	Link
288	Carcion: Among Tainted Trees 3	19.3k	460	Link

XVIII. Other Questions

How much IED should I have?

You may see general recommendations such as ~93% for 300% PDR bosses or 97% for 380% PDR bosses. However, more is always welcome. It's just a matter of balance with other stats for optimal damage. Note that other classes can provide a lot of IED in parties.

You can see below for various IED sources:

Percentage	Source
20%	Base

30-36%	Hyper Stat
40%	Legion Grid
20%	Legion Artifact
5% x2	Lynn/Blaster Legion Blocks (lvl 200)
20%	Luminous Link
9%	Mage Link (nonvisual)
0-30%	IED Guild Skills
3% x3	Familiar Badges (max 3)
Varies	Familiars
30%	4-Set Superior Gollux Accessories
5% x2	CRA or Eternal Top/Bottom
10% or 15%	CRA or Eternal Hat
10%	3-Set Arcanes
20%	5-Set Eternals
20%	Arcane/Genesis Staff
10%	Monster Park Medal
10% x2	Monster Park Badge (7 day set effect for second 10%)
10% x2	3-Set/6-Set Pitched
15%	Plasma Heart
30%	Black Heart or Total Control
20%	Sparkling Blue Star Potion (not preferred)
5-20%	Legion Champion - Kalos Challenge Mission

How do I manage keyboard space? There are so many skills.

Decent skills can be placed in pet auto-buff. It's recommended to put some of your skills on the skill macro to save space:

 Teleport Mastery +  Ignite

Explanation: There are occasions where you'll want to turn Teleport Mastery/Ignite off to avoid aggro or pushing hp thresholds. Inferno aura isn't included, since it occasionally turns off by itself. With two skills in a macro, you don't face the risk of missing a 3rd skill if you have to dodge.

What skills should I use in the buff sequence?

[2m buffs]: 

[Buff Refresh]: 

[I don't have autobuff pets]: 

Explanation: Three skills are required for the buff sequence. Placing the 2m buffs together saves you multiple inputs. For GMS players, Will/Seren node skills can be sequenced, and their cooldown won't be displayed on the sequence skill.

You really don't need the second sequence, but it can be helpful to ensure mage party members get Meditation quickly. If you lack autobuff pets, then the last sequence is for you. Make sure the sequence keybinds are available on your hotbar so that you can see cooldowns.

Why am I dying to damage reflect?

Teleport mastery toggle or you're attacking with other offensive skills. Ifrit, inferno aura, and creeping toxin puddles (pre-explosion) will not trigger DR.

Should I swap to Bishop or Ice/Lightning Mage?

Consider your options carefully. Swapping classes means resetting all of your 6th job progress, minus hexa stat. Any swaps should be considered final.

FP can participate in all bosses that the other two mages can. However, it is the DPM representative of the three with frequent cooldowns to press. Bishop's survivability is more solid.

However, its damage support capabilities are being removed in the Spring 2027 patch. IL presents a better balance of burst/DPM with a longer bind.

XIX. Additional Resources

- Grandis Library FP Information
- Xenogent's Legion Solver
- MathBro's Cubing Calculator
- Explorer Mage Discord
- Namu Wiki: Arch Mage (Fire, Poison)
    - Namu Wiki: FP Skills
- KMS Calculator
    - GMS Conversion Help Sheet
- Maplemaps Rotation Tool
- Fire Poison Changelog
- Fire Poison Boss Tips

XX. Credits

Huge shoutouts to all the contributors and reviewers for this guide document. Specific contributions have been noted.

- ★ Raziel - Skill description images; DoT duration information; boost node visuals; class mechanics testing; 6th job HEXA guide infographic
- ★ Nimbex - MSEA localizations; duck teleport visual; MSEA critical rate / monster life information; DoT stack + skill cycle information
- ★ CubingIsFun - Stat vs Oz skill ring comparisons
- ★ Wilkies - Inner ability comparisons; AS9 vs AS10 comparisons
- ★ InsaneFondue - Flame Haze / Mist Eruption explanation
- ★ RandomOnset - Proofreader
- ★ Mafufu - KMS training videos
- ★ Wolhaiksong - Reviewer

- ★ Tsutsujï - Reviewer
- ★ Petfood - Reviewer
- ★ Spizack - Reviewer
- ★ Arclancer - Reviewer
- ★ Aeriwawa - Formatting & Design
- ★ Nico - Origin nerf explanation
- ★ Nelo - Culvert Rotation Sample Video

Additionally, thank you to all the FP mages in both the explorer mage discord and reboot central channels. I've learned a lot from you over these years. I hope this document helps new and old FP mages in turn. - Jay MS

XXI. Changelog

9/21/2026
Updated various sections, including Skill rings and Culvert. Added Common 3: HEXA Arcane Overdrive.

6/19/2026
Updated V Matrix related sections. Added Erel link/legion effects. Added Sol Hecate info. Updated Raziel's Hexa Progression Guide. Removed "Full Rotation Battle Analysis" section (just run 6 min BA if interested).

4/27/2026
Updated attack speed section with post-balance AS8 to AS10 gain.

3/18/2026
Lots updated as of the Spring balance patch. Culvert will still need to be updated. New BAs will be added later.

2/4/2026
Updated fams affecting ascent damage. Included estimate for infinity/balance patch (March 18th). Updated for Kanna/Hayato remastered links.

12/17/2025
Included note about ring swap skill. Updated 6th job guide order (courtesy of Raziel). Added information about ascent, including fams not affecting its damage. Updated links section.

11/12/2025
Updated links section for GMS lvl3 links (sorry MSEA). Added Ren link/legion effect.

10/12/2025
Updated AS8-10 data and FD gain estimate.

9/24/2025
Updated with the 2m balance changes. Added Infinity section to class mechanics. Removed filler skill info.



8/21/2025
Added warning notes on sections related to buff duration in consideration of a recent KMS patch that changed the Infinity mechanic.

7/30/2025
Added extra details to Mastery #3 and #4.

6/14/2025
Added buff sequence information. Sia information has been added to relevant areas (legion, links, and buff duration).

4/20/2025
Updated attack speed data. Added FP changelog in resources section. Updated inner ability section for budget IA. Shortened legion artifact section. Skill rotation section updated. Rings section updated.

1/22/2025
Added miscellaneous/beginner skill subsection.

1/13/2025
Stylistic overhaul by Aeriwawa.

12/9/2024
Added Mastery #3 and #4 (subject to changes from live server).

11/26/2024
Edited ring section in preparation for DPM meta. Updated 5th job section for increased node slots. Added information on Decent Holy Fountain. Added note about Poison Mist as an extreme min-max boost node. Updated culvert rotation. Added Q&A for IED.

6/15/2024
Made adjustments for AB link cooldown reduction. Removed pre-6th job data for skill rings. Added considerations for various skill ring usage. Included note for outdated culvert rotation.

6/9/2024

Added origin nerf explanation by Nico. Included *Milestone* V matrix improvements. Reluctantly added GMS's *Go West* update name to all *Dreamer* mentions. Updated critical rate sources for *Dreamer*/*Go West*.

6/1/2024
Added legion artifact section and removed monster life references. Renamed Beast Tamer references to Lynn. Updated inner ability section ahead of presets.

4/4/2024
Stylistic changes.

3/11/2024
Added 6th job information. Adjustments made in preparation for *Dreamer* update changes.

11/17/2023
Adjusted maps in training recommendations for GMS localizations and updates to grandis mob level & sacred force requirements. Added extra information on node leveling priorities.

11/15/2023
New age. Updated 5th job node priorities. Note added regarding numbers without 6th job. Merged hyper skill passives into hyper skill section of *Skill Breakdown*. 6th job information to be added eventually.

11/5/2023
Added useful legion effects.

9/11/2023
Guide published.