



Fire Poison Archmage Guide and FAQ

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Huge thanks to all the contributors!

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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. Although you won't have a true iframe until liberation, there are plenty of tools to survive and stick to a boss.

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.

Unfortunately, FP requires a *lot* of resources. It starts off with a low base 35% critical rate and 20% IED. Low buff duration severely impacts infinity uptime, which then translates to poor damage. Cooldown reduction potentials are also important for FP skill cycles. Its boost node situation is rough, eventually wanting 6 boost nodes (9/13 skills). Significant investment is needed in terms of nodes, legion, links, inner ability, and cubing.

In a future update (re: KMS live patch on August 21, 2025), the value of buff duration is dramatically reduced due to changes to Infinity. Management of infinity uptime will no

longer be necessary, and investment in buff duration sources will have minimal impact. As such, there's no need to min-max on buff duration resources. You will be fine as long as you get near 100% uptime on Infinity until that update.

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
- Not as reliant on burst skill rings; benefits significantly from Continuous 4 Ring
- 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

Cons

- High damage uptime required to properly deal FP's damage
- Low in crit rate and IED. Requires buff duration.
- No class bind
- No class iframe
- Eventually uses 6 boost nodes (9 skills) from a large pool (13 skills)
- Weak synergy with party bursting (6m burst)
- Falls behind in burst oriented bosses (Lucid p3, Kalos checks)
- Lower benefit from ROR4/WJ4 compared to most classes.

Should I play this class as a boss mule?

Because of FP's high damage uptime and short cooldowns, it can quickly move between bosses without stalling. You won't be punished for having a long bind cd (or not having it slotted in). This is ideal for getting on and off your boss mule as soon as possible.

As mentioned above, FP is very resource-intensive. At lower levels, the lack of node slots will hurt a lot. There are many skills that FP wants to use. Because of your damage distribution, dismissing some V skills or boostable 1st-4th skills as low priority will not be optimal. You also need to maintain infinity uptime to deal reasonable damage. To increase overall uptime, it's recommended to have a dedicated buff duration legion page, buff duration inner ability, and high level *Unreliable Memory* skill node. With high legion and many resources, FP becomes more viable as a boss mule.

It's very likely that a different class will reap quicker returns for lower costs. However, take a look at bossing videos and the guide below to see if you might really enjoy the class. Regardless of whether you're prioritizing investment/returns or enjoyment, FP is worth considering.

III. Class Mechanics

Infinity



Infinity is the core mechanic for the explorer mages. Upon activation of Infinity, you gain 70% final damage, ramping up by 3% final damage every 5.3s. This caps at 115% final damage at approximately 79s. As you do significantly less damage without the buff, the goal is to maintain Infinity all the time.

Buff duration extends Infinity's base duration of 41s, but you will cap around 2 minutes with most buff sources. Unreliable Memory (5th job) functions as a *second* Infinity that you can alternate with the original. Disregarding server lag extensions, about 208% buff duration is required to have 0% downtime. Having a little less isn't a big deal, but larger gaps will hurt your overall output.

Unlike Bishop and Ice/Lightning, we don't have a proper 2m burst. As a result, it's not as *important* to keep Infinity aligned on 2m cycles. However, you should aim to have your 6th job origin burst at the peak of Infinity's final damage. If you maintain 2m Infinity cycles, every origin burst should remain amped up. Before entering bosses, you should prepare Infinity outside for a strong entry burst.

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 Lotus' purple blasts 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



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



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. As of the current patch, no filler skill is required after DoT Punisher. This may change in the Spring balance patch when action delays are reduced.

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.

Off Combo



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

Flame Haze 	<p>This skill has a lengthy animation, but you are able to telecast to dodge patterns. It will set up a Poison Mist for you to explode with Mist Eruption. <u>When the main combo is ready</u>, you should have Flame Haze set up but avoid erupting until Poison Nova. Otherwise, continue to pop this combo off cooldown.</p>
Poison Chain 	<p>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 after the main combo to keep cooldowns aligned. Note that its damage is evenly spread out across 18s.</p>
Flame Sweep 	<p>This skill serves as your filler whenever all skills are on cooldown.</p>

AB Link & Elemental Fury (60s cd)

Ideal AB Link Usage

		
Main Combo 	Off Combo 	Main Combo 

Explanation: If you have enough buff duration, AB link can 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.

Skill Ring Burst

When using a burst skill ring (ring of restraint or weapon jump int), you should aim to stack it with other buffs.



Explanation: Pop your skill sequence buffs (Epic Adventurer, Maple Goddess Blessing, AB link) in advance. If you have True Arachnid Reflection (Will) and/or Solar Crest (Seren) skills, you can pop those too. Typically, a skill ring will only fit one main combo. Since the full benefit of Elemental Fury lasts 8s, factor in that duration into the skill ring. It is recommended to bind right before the skill ring or main combo.

Continuous and regular stat ring users can pop Epic Adventurer, Maple Goddess Blessing, and AB link roughly off cooldown.

Origin Burst

In terms of actual burst, FP is a 6 minute class with Infernal Venom in 6th job. Try to align this toward the peak of infinity.



Explanation: Pop your longer buffs in advance. If you have impeccable timing, you can use a main combo immediately after AB link and stall for a few seconds. The origin skill should be activated immediately after using your skill ring. Since Elemental Fury lasts 9s now, it should be used before your main combo. This sequence should be completed within the duration of AB link, origin FD boost, and your skill ring. It is recommended to use regular bind as soon as origin bind ends.

Cont users should aim to proc origin in the activation window. Fury should be used immediately after, followed by the main combo.

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*. 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 trails.

[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
Unreliable Memory	Unstable Memorize

Mind Dive	Memory Choice
Mana Overload	Overload Mana

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.
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 	<p>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.</p> <p>Keybinding mana wave allows for a quicker up jump from a lower starting height compared to up + jump tap.</p> <p>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.</p>
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 	<p>All your fire based attacks generate ignite trails, 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.</p> <p>In particular, elemental fury will trigger loads of ignite trails while active for FP's "burst." For bosses that move, try to keep them in place or bait them back into ignite trails to maintain damage.</p>
MP Eater 	<p>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.</p>
Explosion 	<p>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.</p>
Poison Mist 	<p>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.</p> <p>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).</p>
Creeping Toxin 	<p>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.</p> <p>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.</p>

Elemental Adaptation 	<p>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.</p> <p>You can only cancel the skill if it hasn't been activated by a status yet. If you need to reset the cooldown with partial activations, you can go into culvert/sewers.</p>
Teleport Mastery 	<p>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.</p> <p>Teleport mastery will trigger damage reflect if you teleport into a boss.</p>
Teleport Boost 	<p>Longer teleport distance. Better in almost all bosses, so get used to it. Within the ring of restraint zone, you can only teleport between the edges to remain inside when boost is active.</p>
Elemental Decrease 	<p>Your only other source of <i>ignore elemental resistance</i> is insight. That's a very limited resource, but we get 10% innately. 40% FD is also nice.</p>
Burning Magic 	<p>Worried about DoT duration and maintaining them? Their duration is doubled now. You also deal an additional 13% FD against mobs afflicted by DoTs.</p>
Flame Sweep 	<p>Flame sweep is your default skill when everything else is on cooldown. This comes with its own DoT.</p>
Mist Eruption 	<p>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 (2s after activation) and poison mist. After a successful explosion, flame haze immediately comes off cooldown.</p>

Meteor Shower 	<p>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.</p> <p>The passive effect is affected by boost nodes. As a final attack skill, it's affected by legion artifact. Meteor is also decent for map clearing.</p>
Flame Haze 	<p>Flame haze is a regular part of your arsenal with many functions:</p> <ul style="list-style-type: none"> • 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 <i>untouchable</i> 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.). <p>Cooldown is reset by a successful poison mist eruption.</p>
Ifrit 	<p>Ifrit is your cool looking summon who you might forget until you fail to cast elemental fury. Build a habit of refreshing Ifrit every few minutes. Ifrit's range is approximately 80% of a flame sweep, so stick to the boss for Ifrit's DoT.</p>
Arcane Aim 	<p>IED is passive. The 40% damage effect applies after a few attacks. Easy upkeep.</p>
Infinity 	<p>Infinity is affected by cooldown reduction effects and buff duration. Roughly every 5.3s, infinity ticks up by 3% final damage. At approximately 79s on infinity, you reach the capped final damage (115%) until the skill expires. Casting another infinity resets it back to base final damage (70/71%).</p>

	<p>It is unknown what the periodic healing is based on, but it consistently heals 400 hp/mp every 5s. This is not a reliable healing source and will complicate attempts to use a Crisis HM ring.</p>
Hero's Will 	<p>Provides 3s of immunity to incoming statuses when activated. This can be used for survival purposes and/or safeguarding your burst from status hazards.</p> <p>For abnormal statuses already applied, Hero's Will functions as an all-cure potion (limited).</p> <p>It's recommended to learn to use this in earlier bosses so that you're ready to use it reactively in late/endgame bosses.</p>

Hyper Skills

Megiddo Flame 	<p>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.</p>
Inferno Aura 	<p>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.</p>
Epic Adventure 	<p>Standard 10% dmg buff.</p>

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 	<p>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.</p>
Poison Nova 	<p>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.</p>
Elemental Fury 	<p>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</p>

	<p>Fervent Drain upkeep, Elemental Fury will last 6s total. Contact with monsters will generate a significant amount of ignite trails for damage. Since HEXA Ignite trails finish 2s after spawning, the contribution of elemental fury ends 8s after activation.</p> <p>With origin skill activated, your fervent stacks automatically go to 10. This results in a 9s elemental fury every 6 minutes.</p>
<p>Poison Chain</p> 	<p>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.</p> <p>NOT a DoT effect for the purposes of FP.</p>
<p>Unreliable Memory (+Mind Dive)</p> 	<p>Both keys must be bound. Press Mind Dive ⇒ 5 to register infinity onto Unreliable Memory (UM). Leveling UM reduces the base cooldown. Whenever UM is activated, the cd is reduced anywhere between 20-65%. UM infinity is affected by buff duration and cd reduction effects.</p>
<p>Mana Overload</p> 	<p>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.</p>
<p>Maple Goddess Blessing (MW2)</p> 	<p>Burst buff: Increases stat bonuses from Maple Warrior by up to 400% and % damage by up to 20% for 60s.</p> <p>Despite the tooltip saying otherwise, it's affected by cooldown reduction from Mercedes' legion block.</p>
<p>Erda Nova</p> 	<p>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.</p>

	<p>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.</p>
Ethereal Form 	<p>Utility skill: For 3 seconds, you are i-framed (invincible from boss patterns). While active, you are limited to arrow movements. Can be pressed again to cancel the skill.</p> <p>Can't be activated with 1k hp or less.</p> <p>Cooldown: (75s - LVL * 0.5)</p>
Blink 	<p>Utility skill: On the floor, Blink randomly teleports you across the map.</p> <p>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.</p> <p>Passive +30 att. at max lvl.</p> <p>Fun fact: Its text mentions Vapor Blade for some reason. Weird.</p>
Decent Combat Orders 	<p>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.</p>
Decent Speed Infusion 	<p>+1 Attack Speed. Passive.</p>
Decent Sharp Eyes 	<p>10% Critical Rate + 8% Critical Damage.</p>
Decent Holy Symbol	<p>Increases up to 35% EXP and 24% Drop Rate. Valuable skill for farming and boss reward rooms.</p>

	<p>Decent Advanced Blessing</p>
	<p>+20 M.Att and 475 HP/MP. Passive.</p>
<p>Decent Holy Fountain</p> 	<p>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.</p>
<p>Rope Lift</p> 	<p>Mobility skill: Provides upward movement by latching onto a platform above. Pressing the skill key again or double jump will cancel movement. 3s cd.</p> <p>Mainly used for the passive +30 all stat when maxed.</p>
<p>Will of Erda</p> 	<p>Same function as Hero's Will.</p>
<p>Erda Fountain/Shower</p> 	<p><u>Erda Fountain</u>: Installs a fountain in place. Whenever 12 mobs are defeated, the summon will attack mobs near its location. 60s duration, 60s cd.</p> <p><u>Erda Shower</u>: AoE skill with exceptional vertical reach. For each enemy hit by the shower, the cooldown is reduced by 2s. 40s cd.</p> <p>Right click to lock Erda Fountain function.</p>
<p>True Arachnid Reflection</p> 	<p>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). 250s cd.</p> <p>Obtained from completing Esfera's story and defeating Hard Will.</p>

Solar Crest 	<p>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. 250s cd.</p> <p>Obtained from defeating Hard Seren.</p>
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6th Job

Skills

Infernal Venom  (Origin)	<p>We have a genuine burst skill now, <i>and</i> 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 <i>and</i> an absolute bind that can affect all bosses. While it can be used mid-air, note that you need to be grounded for the skill to proc passive meteors.</p> <p>The origin cutscene lasts 7s. 80% of its damage output is distributed between 2s and 6s.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • $(270+\text{LVL}^9)*12*17*2 + (260+\text{LVL}^9)*15*42$
Additional Notes	<ul style="list-style-type: none"> • 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 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.

Immortal Flame



(Ascent)

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

- Unaffected by rings, hat, burst buffs, conditional passive skills, and consumables <30m duration. Infinity will also not affect Ascent damage. **Familiars currently do not affect Ascent damage either.**
- 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, varying FD reduction against Kaling perils depending on party member location, etc).
- All 3 usages are available in culvert. This should be done off-burst, off-cont proc on a stage that isn't instantly deleted.
- When used outside of bossing scenarios, ascent has a 4m cooldown attached to it.

Additional Notes

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.

Flame Sweep VI 	<p>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.</p> <p>Flame Sweep VI's range is about 12% longer than its base skill.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • Flame Sweep: $(235+LVL*4)*8$ • Ember: $(135+LVL*8)*8$ • DoT: $(255+LVL*6)$
Flame Haze VI 	<p>The animation has been updated, but the function remains the same as Flame Haze. Poison Mists spawned by Flame Haze VI deal increased DoT damage.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • Haze: $(215+LVL*4)*15$ • DoT: $(205+LVL*4)$ • Poison Mist: 476% at lvl30
Mist Eruption VI 	<p>The base 41% IED has been increased to 45% IED. Activation range for Mist Eruption VI was increased by 8%; explosion range was also increased. Its max DoT bonus FD is increased from 125% to 170%.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • Mist Eruption: $(125+LVL*3)*20$
Ignite VI 	<p>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.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • Ignite: $(45+LVL)*3$
Ifrit VI 	<p>The duration has increased by 10s. Attack range appears similar to Inferno Aura.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> • Ifrit: $(168+LVL*2)*3$

Inferno Aura VI 	<ul style="list-style-type: none"> DoT: $(155+LVL*2)$ <p>The animation has been updated, but the function remains the same as Inferno Aura.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> Inferno Aura: $(440+LVL*12)*2$ DoT: 500
Creeping Toxin VI 	<p>The animation has been updated, but the function remains the same as Creeping Toxin.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> Creeping Toxin: $(220+LVL*4)*4$ DoT: $(217+LVL*3)$
Meteor VI 	<p>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.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> Meteor Active: $(340+LVL*12)*12$ Meteor Passive: $(233+LVL*5)$
Megiddo Flame VI 	<p>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 bugfix.</p> <p>Skill damage:</p> <ul style="list-style-type: none"> Megiddo Flame: $(330+LVL*11)*5$ DoT: $(770+LVL*7)$

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.

Common



Sol Janus

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: $(585 + (\text{LVL} * 15)) * 6$

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

Boost Nodes:

Primary Trio



Flame Sweep



Ignite



TP Mastery + CT

Secondary Trio



Flame Haze



Mist Eruption



Meteor Shower

Tertiary Trio (Lv. 245+)



Megiddo Flame



Ifrit



Inferno Aura

- Flame Sweep / Ignite / Teleport Mastery
- Flame Haze / Mist Eruption / Meteor Shower
- Inferno Aura / Ifrit / Megiddo Flame (Lvl 245+)

* Note: As of *New Age*, we no longer struggle with node slots. The third set can be slotted in around lvl 245. You may choose to mix and match all skills, especially if you have nodes and levels. The majority of your damage comes from the first 6 skills, ***but all skills are required for 6th job masteries.***

NOTE FOR NEW PLAYERS: Individual nodes have a maximum of lvl 25 (+5 matrix points for lvl 30). Boostable 1st to 4th job skills have a maximum of lvl 60. The most efficient way of reaching this cap is to have a skill appear on your boost nodes twice. Hence, you should have either 4 or 6 boost nodes slotted in, depending on your level.

Duplicate nodes can't be simultaneously equipped. However, you can slot in boost nodes with different first skills. See example below:

NO: (flame sweep / x / x) + (flame sweep / x / x)

YES: (flame sweep / x / x) + (x / flame sweep / x)

As of *Milestone/Chaser/The Dark Ride*, players are able to craft perfect trinodes for 500 shards each.

For the extreme min-maxers... you can slot in a 7th boost node that contains Poison Mist. Your boost nodes should be rearranged to leave you with 10 lvl 60 skills and a useless lvl 30 half boost. This results in a marginal boost of up to ~0.4% FD.

In the *Crown* update (Summer 2026), the V Matrix system will be revamped to be simpler. “Perfect” trinodes won’t matter, since skills will be leveled individually. Existing nodes should transfer over without issue, so don’t worry about it.

Node Slot Priorities (Bossing)*

200	DoT Punisher / Poison Nova / Poison Chain / Elemental Fury / Unreliable Memory / Decent Sharp Eyes / Decent Combat Orders / Mana Overload / Boost #1-4
205	Decent Speed Infusion
210	Maple Goddess Blessing / Ethereal Form
215	Erda Nova
220	Blink / Boost #5
225	Boost #6
230	Decent Advanced Blessing / Decent Holy Fountain
235	Rope Lift
240	True Arachnid Reflection / Will of Erda
245	Decent Hyper Body
250	Decent Mystic Door / Special Node (Fatal Strike or Auto Recovery II)
255	Decent Holy Symbol
260	Solar Crest / Erda Fountain

At lvl 260, the slots total to 30, meaning we can slot in every node. The skill priority doesn't really matter as much now that we can slot in many useful skills.

*Note: Obviously, you should be swapping Decent Holy Symbol and Erda fountain in for loot room or farming purposes.

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: DoT Punisher  > Poison Nova  > Chain  = Fury 
(UM  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.

Randomized boost nodes should not be crafted. These will be maxed from opening random nodestones well before your skill nodes are maxed.

VI. 6th Job Guide Order

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

Fire/Poison Arch Mage

Hexa Guide

By Raziel



Hexa Stat priority

Once maxed, rearrange your stat values as follows:
 Hexa Stat 1: Magic Att > Crit Dmg > INT
 Hexa Stat 2: Crit Dmg > Magic Att > INT
 Hexa Stat 3: INT > Magic Att > Crit Dmg

You are here →



Sol Janus

Level 1 is sufficient, but can be leveled more if you want to focus on experience or lazy grinding.



Masteries

	1	1	1	1	1	1	4	6	4	4	1	1	1	MAX
Mastery 1 Flame Sweep	9	9	9	9	1	1	MAX	19	15	15	15	5	3	
Mastery 2 Flame Haze Mist Eruption	2	17	19	18	7	10	3	19	19	26	10	27	9	
Mastery 3 Ignite Ifrit Inferno Aura	27	27	27	19	12	20	29	29	29	30	10	10	30	30
Mastery 4 Creeping Toxin Meteor Shower Megiddo Flame	30	30	19	30	25	30	29	20	30	30	30			



Explorer Mage Discord
<https://discord.gg/mx2P4WHEpD>

This level-up order is a simplified guideline, you can use MapleScouter for a more detailed Hexa order based on your personal progression.

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 maplescout 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 epic adventure 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.

[See here](#) for BA data provided. If you have any cooldown reduction data, please share it in the explorer mage discord.

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) 
- *Maple World Goddess's Blessing* : Despite the tooltip saying otherwise, the charge mechanic is affected by cooldown reduction effects.
- *Skill Ring Activation*  **(EXCEPT CONTINUOUS RING)**
- *Erda Shower / Erda Fountain* 
- *Sol Janus* 
- *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.

- *Unreliable Memory* : Unknown which source of cooldown reduction takes priority, besides Mercedes legion preceding equipment potentials.

VIII. Links/Legion

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



Alt dmg link options: kanna (15% dmg), illium (16% dmg / 10s duration / 4 stacks, ~2s each), adele (6% + 12%/4 ppl), phantom (20% crit rate, **if you do not have access to other crit sources yet**)

Alt survival link options: ren (6% dmg reduction, including %hp), resistance (12s iframe on revival)

Additional notes:

- Sia will be dropped after infinity changes.
- Lynn can be dropped with sufficient crit rate from other sources (legion grid, event stat if specced for archers)
- If you're fighting a higher level boss, Unfair Advantage (Cadena) is dropped for an alternate damage link.

Farming Links



The priority is to aim for one-shooting 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

- ❖ Buff Duration: Mechanic
- ❖ Cooldown Reduction: Mercedes
- ❖ Critical Rate: Night Lord, Marksman
- ❖ Critical Damage: Shade, Hayato, Mo Xuan
- ❖ Boss Damage: Kanna, Demon Avenger
- ❖ Abnormal Status Damage: Sia
- ❖ Chance for Additional Damage: Wild Hunter
- ❖ Ignore Enemy Defense: Lynn, Blaster
- ❖ Max Movement Speed: Ren
- ❖ 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

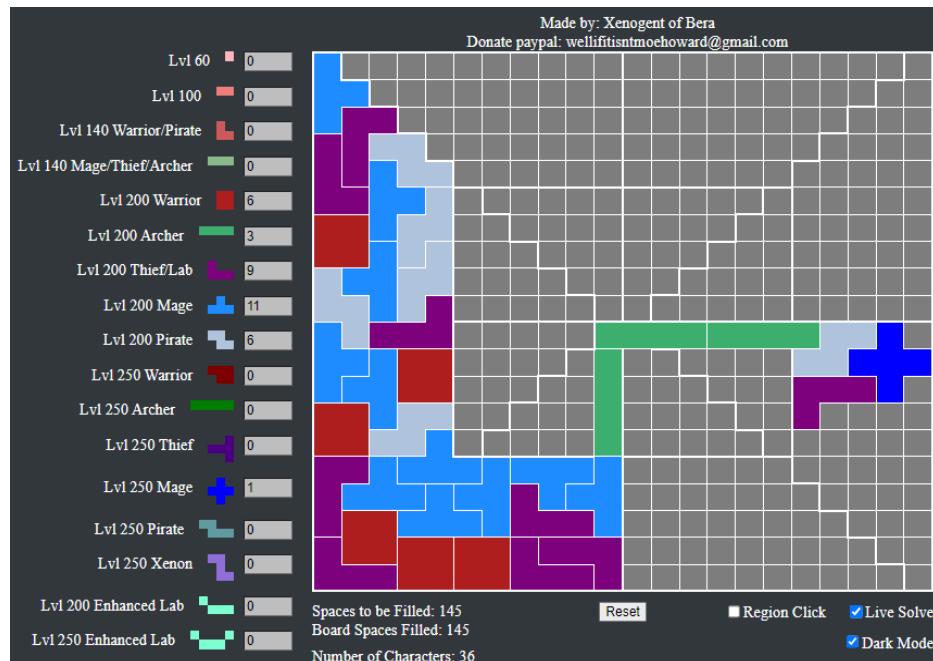
Rough priority for 250 blocks*:

Mercedes > Mo Xuan / Shade / Hayato > Kanna/DA/Sia > WH > Mechanic > NL/MM > Ren > Lynn/Blaster > INT blocks > others

Note: Mechanic's priority has been reduced after consideration of the KMS live patch on August 21st, 2025, in which buff duration is no longer important due to changes to Infinity.

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



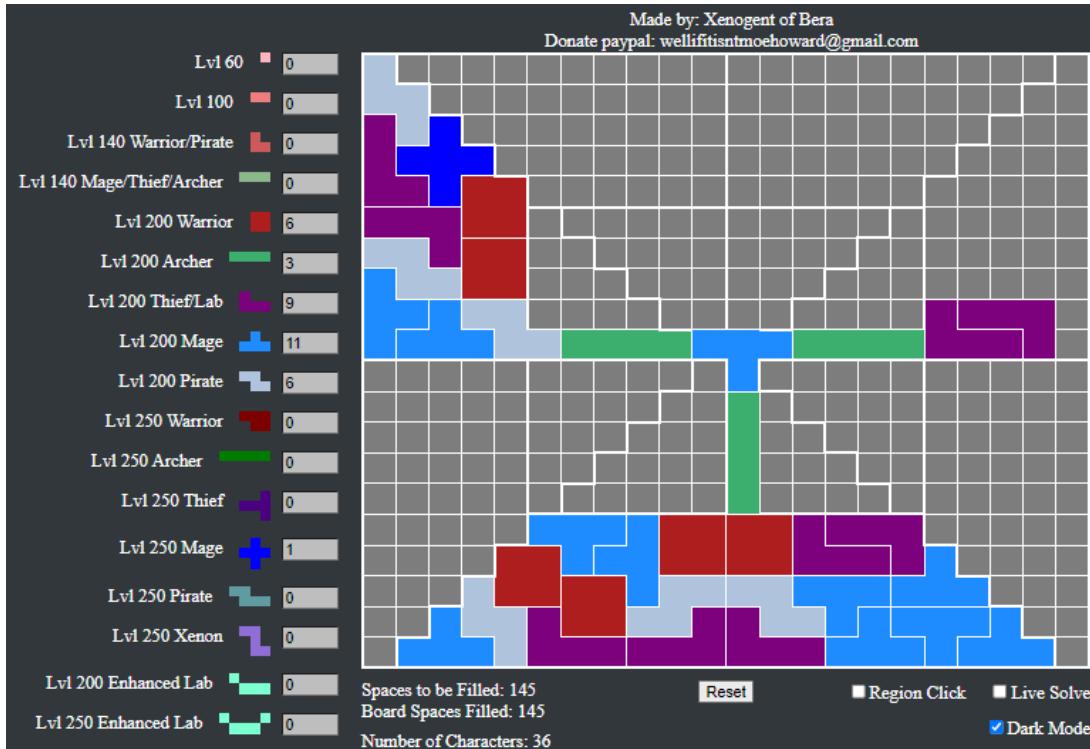
Example: 8k Legion, 1 lvl 250+ mage, most useful blocks + 4-5 irrelevant pieces

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

Note: Going down from center takes 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.

Farming Legion



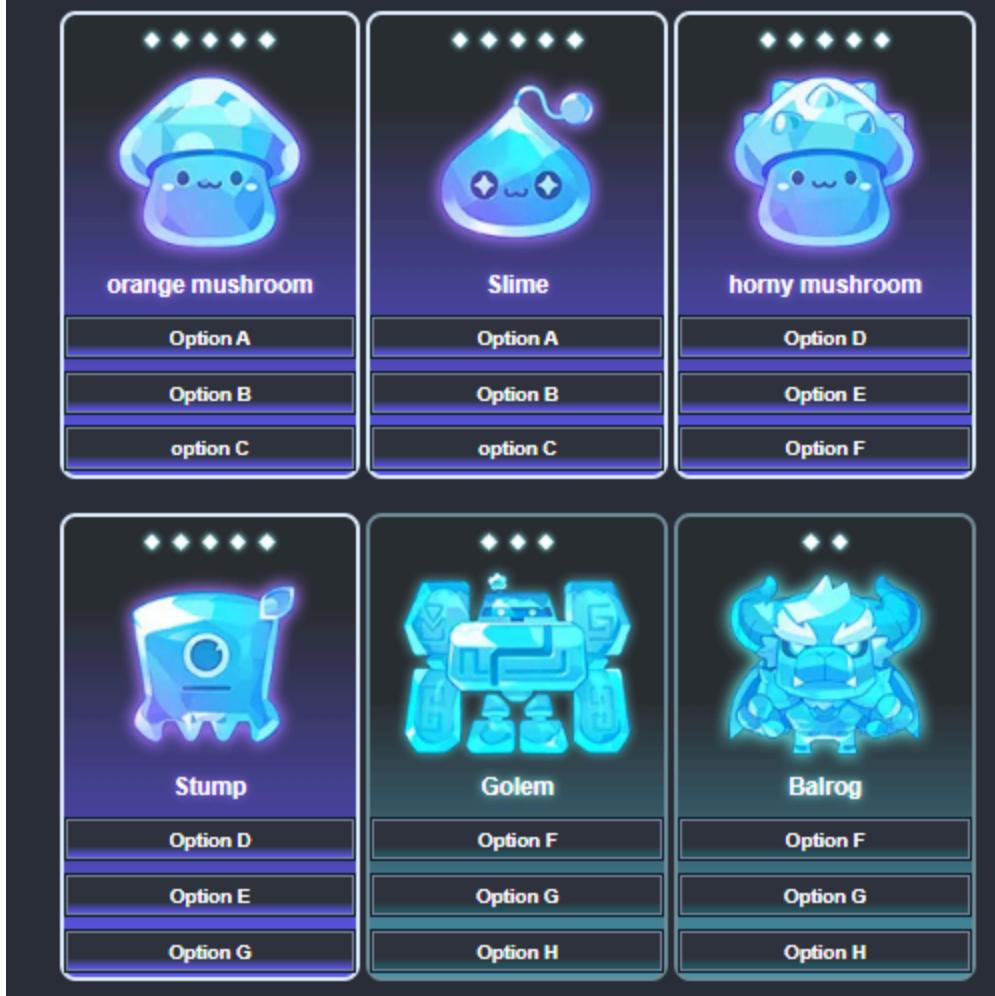
Exp% in your legion outer grid is typically a luxury. If you're not one shotting, it's probably not worth it. If you are, feel free to subtract from other areas. If you require Infinity to one shot while mobbing, then it's a priority to keep uptime high. Otherwise, you can make do with critical damage 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.

Union Artifact level 30



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 skill cycles. AB link can be skipped, although it can disrupt cooldown syncing.
- ❖ *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:

Buff Duration (20%)

Damage (15%)

Boss Damage (15%)

IED (20%)

Critical Rate (20%)

Critical Damage (4%)

All Stats (150)

Magic Attack (30)

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

IMPORTANT: As of the KMS live patch on August 21st, 2025, buff duration is no longer important due to changes to Infinity. We're projected to receive this update around Spring 2026 (February-April), although this could be delayed or accelerated. The following bossing section is relevant until then. However, I would strongly recommend settling on the budget IA options. The eventual new BIS IA will be: [Attack Speed +1 Level / 10% Boss Damage / 8% Abnormal Status Damage].

Note: This section is especially written with GMS Heroic in mind. GMS Interactive and MSEA may need to approach this differently.

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).

Keep this in mind: **1AS/38 Buff > 50 Buff = 1AS/25 Buff > 1AS.**

Ideal (Bossing):

Attack Speed +1 Level
Buff skill duration: +38%

The 3rd IA line is flexible. 10% boss damage and 8% abnormal status damage are both viable options for damage.

If you are bossing in a party with a consistent +1AS source, you can use [20 boss]/[38 buff]/[8 abnormal dmg] or [50 buff]/[10 boss]/[8 abnormal dmg] instead. A 50% buff preset is useful for culvert infinity setup.

Heroic: Ideally, use miracle circulators to land max unique buff duration. It is very expensive in honor to lock 1AS and try to roll for buff duration afterwards. The worst case scenario is to end up without honor and buff duration.

Once you have circulated for 38% buff duration, 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		Buff skill duration: +44-50%
Buff skill duration: +19-25%	OR	

Most mages will settle on either option for a while. They're serviceable for bossing, and your infinity uptime will be increased. It's not recommended to min-max the remaining lines, given that this is ultimately weaker than your ideal IA. Any useful lines can be kept, including [%meso, %drop, %crit rate, %abnormal status dmg, %boss, m.att].

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

Farmer Preset:

Item Drop Rate +20%		Mesos Obtained: +20%
Mesos Obtained: +15%	OR	Item Drop Rate: +15%
Buff skill duration: +38%		Buff skill duration: +38%

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. Some form of buff

duration is recommended to maintain infinity uptime while farming. However, you do not need to circulate for buff duration first (unless you happen to land it).

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?

On a dojo dummy, the approximate gain from AS8 ⇒ AS10 is 3.78% 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 the current patch (pre-Ascent/action delays). There were negligible inconsistencies across each rotation.

Conditions include: no fatal strike, Continuous 4 ring, and HEXA 30/30/30/30/30/30/20.
 Calculations were adjusted for lower Poison Chain enhancement levels.

AS8:

Battle Analysis System

Battle Duration: 00:05:35 Total Damage: 493,787,212,769,843 EXP Acquired: 0
 Enemies Defeated: 0 Average Damage: 1,473,991,679,909 (Per sec) EXP Average EXP: 0 (Per sec)
 Mesos Acquired: 0

Start Analyzing

Skill Statistics

	HEXA Flame S..	DoT Punisher	HEXA Mist Erupt..	Poison Nova	HEXA Ignite
Cumulative Damage	73,656,564,521,203	61,132,511,987,820	58,694,162,312,491	52,708,232,861,266	52,622,104,273,768
Damage Contribution	14.91%	12.38%	11.88%	10.67%	10.65%
Average Damage (per second)	219,870,341,854	182,485,110,411	175,206,454,664	157,338,008,541	157,080,908,279
Times Used	351 Time(s)	385 Time(s)	132 Time(s)	64 Time(s)	2197 Time(s)
Average Damage (per hit)	209,847,762,168	158,785,745,422	444,652,744,791	823,566,138,457	23,951,799,851
Total Attacks	3126 Time(s)	2195 Time(s)	1320 Time(s)	1091 Time(s)	6591 Time(s)
Max Damage (per hit)	39,973,977,764	58,521,068,057	67,539,846,813	103,274,315,712	12,175,158,177
Min Damage (per hit)	2,216,187,139	791,610,079	30,243,100,244	2,037,873,222	5,363,996,876

Skill Statistics

	HEXA Creeping..	Infernal Venom	HEXA Flame Ha..	Elemental Fury	HEXA Meteor S..
Cumulative Damage	32,612,551,414,722	28,647,330,089,858	25,125,554,010,769	25,112,723,625,107	24,047,313,072,977
Damage Contribution	6.60%	5.80%	5.08%	5.08%	4.86%
Average Damage (per second)	97,350,899,745	85,514,418,178	75,001,653,763	74,963,354,104	71,783,024,098
Times Used	319 Time(s)	76 Time(s)	67 Time(s)	167 Time(s)	680 Time(s)
Average Damage (per hit)	102,233,703,494	376,938,553,813	375,008,268,817	150,375,590,569	35,363,695,695
Total Attacks	1609 Time(s)	1038 Time(s)	1331 Time(s)	1002 Time(s)	768 Time(s)
Max Damage (per hit)	49,649,619,586	30,400,425,350	37,820,632,976	36,525,052,975	78,793,598,153
Min Damage (per hit)	1,990,631,627	25,352,700,261	1,655,772,001	19,104,146,473	18,728,837,158

Skill Statistics		Poison Chain	HEXA Megiddo..	HEXA Inferno A..	HEXA Ifrit	Poison Mist
Accumulat..	▼					
Cumulative Damage		17,778,928,760,831	12,838,068,447,501	12,302,499,997,278	4,884,272,273,767	4,000,227,097,871
Damage Contribution		3.60%	2.59%	2.49%	0.98%	0.81%
Average Damage (per second)		53,071,429,136	38,322,592,380	36,723,880,588	14,579,917,235	11,940,976,411
Times Used		156 Time(s)	88 Time(s)	111 Time(s)	92 Time(s)	67 Time(s)
Average Damage (per hit)		113,967,492,056	145,887,141,448	110,833,333,308	53,089,916,019	59,704,882,057
Total Attacks		764 Time(s)	772 Time(s)	556 Time(s)	560 Time(s)	393 Time(s)
Max Damage (per hit)		39,971,749,088	71,896,371,151	82,191,490,222	25,673,549,398	65,300,985,387
Min Damage (per hit)		11,117,251,557	4,992,789,418	1,619,578,715	806,964,586	3,086,451,644

Skill Statistics		True Arachnid R..	Solar Crest	Teleport Mastery		
Accumulat..	▼					
Cumulative Damage		3,329,552,735,681	3,267,258,542,227	1,027,356,744,706		
Damage Contribution		0.67%	0.66%	0.20%		
Average Damage (per second)		9,938,963,390	9,753,010,573	3,066,736,551		
Times Used		31 Time(s)	25 Time(s)	40 Time(s)		
Average Damage (per hit)		107,404,926,957	130,690,341,689	25,683,918,617		
Total Attacks		255 Time(s)	156 Time(s)	194 Time(s)		
Max Damage (per hit)		40,854,314,002	68,168,133,523	33,124,701,935		
Min Damage (per hit)		7,370,636,273	11,532,118,924	529,538,269		

AS10:

Battle Analysis System

⏱ Battle Duration 00:05:35 ⚔ Total Damage 512,653,015,242,661 EXP EXP Acquired 0
 ⚔ Enemies Defeated 0 ⚔ Average Damage 1,530,307,508,187(Per sec) EXP Average EXP 0(Per sec)
 Ⓜ Mesos Acquired 0

Start Analyzing

Skill Statistics		HEXA Flame S..	DoT Punisher	HEXA Mist Erupt..	HEXA Ignite	Poison Nova
Accumulat..		88,049,457,033,126	61,065,832,190,945	60,375,920,935,105	53,793,014,712,372	51,970,331,255,797
Cumulative Damage		17.17%	11.91%	11.77%	10.49%	10.13%
Damage Contribution		262,834,200,098	182,286,066,241	180,226,629,657	160,576,163,320	155,135,317,181
Average Damage (per second)		419 Time(s)	384 Time(s)	136 Time(s)	2253 Time(s)	64 Time(s)
Times Used		210,141,902,227	159,025,604,663	443,940,595,111	23,876,171,643	812,036,425,871
Average Damage (per hit)		3673 Time(s)	2191 Time(s)	1360 Time(s)	6759 Time(s)	1091 Time(s)
Total Attacks		39,935,978,524	58,444,627,968	67,770,499,477	12,310,345,034	101,824,871,596
Max Damage (per hit)		2,113,550,220	791,610,079	30,657,097,512	5,321,879,583	1,889,083,277
Min Damage (per hit)						

Skill Statistics		HEXA Creeping..	Infernal Venom	HEXA Flame Ha..	Elemental Fury	HEXA Meteor S..
Accumulat..		33,552,779,831,212	28,626,431,262,115	26,318,017,749,727	25,312,343,318,773	24,816,082,824,771
Cumulative Damage		6.54%	5.58%	5.13%	4.93%	4.84%
Damage Contribution		100,157,551,734	85,452,033,618	78,561,247,014	75,559,233,787	74,077,859,178
Average Damage (per second)		324 Time(s)	76 Time(s)	70 Time(s)	167 Time(s)	722 Time(s)
Times Used		103,557,962,442	376,663,569,238	375,971,682,138	151,570,918,076	34,371,305,851
Average Damage (per hit)		1629 Time(s)	1038 Time(s)	1374 Time(s)	1002 Time(s)	810 Time(s)
Total Attacks		49,575,873,995	29,902,122,696	37,862,128,943	36,003,384,114	67,250,837,766
Max Damage (per hit)		1,327,087,749	25,329,722,875	1,579,089,245	19,766,995,418	18,102,014,561
Min Damage (per hit)						

Skill Statistics		Poison Chain	HEXA Inferno A..	HEXA Megiddo..	HEXA Irit	Poison Mist
Accumulat..	▼					
Cumulative Damage		17,983,423,226,995	13,180,722,536,265	11,131,838,148,980	4,998,340,042,229	4,076,221,660,652
Damage Contribution		3.50%	2.57%	2.17%	0.97%	0.79%
Average Damage (per second)		53,681,860,379	39,345,440,406	33,229,367,608	14,920,418,036	12,167,825,852
Times Used		158 Time(s)	111 Time(s)	77 Time(s)	94 Time(s)	70 Time(s)
Average Damage (per hit)		113,819,134,348	118,745,248,074	144,569,326,610	53,173,830,236	58,231,738,009
Total Attacks		774 Time(s)	555 Time(s)	717 Time(s)	569 Time(s)	394 Time(s)
Max Damage (per hit)		38,595,784,470	84,225,245,067	72,287,396,668	24,890,355,809	61,879,215,000
Min Damage (per hit)		10,840,853,035	2,547,341,540	4,992,789,418	806,964,586	2,943,510,696

Skill Statistics		True Arachnid R..	Solar Crest	Teleport Mastery		
Accumulat..	▼					
Cumulative Damage		3,291,512,470,521	3,284,837,252,162	825,908,790,914		
Damage Contribution		0.64%	0.64%	0.16%		
Average Damage (per second)		9,825,410,359	9,805,484,334	2,465,399,375		
Times Used		31 Time(s)	25 Time(s)	31 Time(s)		
Average Damage (per hit)		106,177,821,629	131,393,490,086	26,642,219,061		
Total Attacks		255 Time(s)	156 Time(s)	188 Time(s)		
Max Damage (per hit)		40,758,665,421	69,544,934,326	35,103,781,476		
Min Damage (per hit)		7,353,780,696	12,410,013,871	635,445,926		

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)	Kanna (Spirit Domain)	Lara (Manifestation: Wind Swing)
Thunder Breaker (Speed Infusion)	Zero (Divine Aura)		

Some examples above. If you're not sure, just ask your party.

XII. Buff Duration

IMPORTANT: As of the KMS live patch on August 21st, 2025, buff duration is no longer important due to changes to Infinity. We're projected to receive this update around Spring 2026 (February-April), although this could be delayed or accelerated. Because of this, I would advise against investing heavily in inner ability or a 250 mechanic.

Buff duration is extremely important for FP because of infinity uptime. The longer it lasts, the more time you have to reach and maintain capped final damage (115%). Here are your buff duration sources:

Buff Mastery	50%
Inner Ability (Unique/Legendary)	38/50%
Sia Link Skill (Lvl 210)	10%
Mechanic Legion Block (Lvl 200/250)	20/25%
Legion Grid	40%
Empathy (Trait)	10%
Decent Combat Orders	5%
Legion Artifact	20%
Event Stats	0-30%

With legion artifact applied, a standard Heroic setup will have 193% or 205% buff duration depending on your IA. This is with 6k+ legion, lvl 200+ Mechanic, lvl 210 Sia, and 38/50% IA.

Buff duration affects Terms & Conditions (AB link) too. Enjoy your 60% dmg with ~54% uptime.

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	Night Lord Legion	4
Marksman Legion	4	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		
Familiar Badges	2		
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.

XIV. Skill Rings

Standard setup:

-  **Continuous Ring:** With our class's odd cooldowns, Continuous Rings complement our playstyle most. They allow you to play off cooldown without having to significantly delay

skills for a burst alignment. Ideal for solo purposes and usable in party bossing under the DPM meta.

-  **Ring of Restraint:** ROR amps up your origin burst and allows you to align with party bursts. Not as relevant due to FD stacking being gutted.
-  **Weapon Jump Int:** A weaker ROR alternative with more flexibility. Its duration can be extended with server lag, and you aren't bound to a restricted movement zone.

To ring swap, you can use the swap skill in your beginner tab. This should only be done for Cont into ROR for the last burst. Note that there is a forced 10s cd before you can activate the ROR (affected by cd reduction).

JUST GO

CONT

If you have the option. Ring swap still sucks. In a later update, KMS added a ring swap skill that can be used for 60s mini burst and 2m "burst." However, cont is still better.

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

Heroic: Cont > ROR > WJI

Explanation: Cont ring is ideal for general play, followed by ROR for the final origin burst. WJI is affected by server latency, but it falls short of ROR in heroic servers.

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	105% boss, 8% m.att 7s duration, 12s cd	ROR 3	60% m.att 13s duration, 120s cd	WJI 3	INT +240% of staff m.att 13s duration, 120s cd
Cont 4	140% boss, 10% m.att 8s duration, 12s cd	ROR 4	80% m.att 15s duration, 120s cd	WJI 4	INT +320% of staff m.att 15s duration, 120s cd
Cont 5	160% boss, 12% m.att 8s duration, 12s cd	ROR 5	80% m.att 20s duration, 120s cd	WJI 5	INT +320% of staff m.att 20s duration, 120s cd
Cont 6	195% boss, 14% m.att 8s duration, 12s cd	ROR 6	95% m.att 20s duration, 120s cd	WJI 6	INT +385% of staff 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 Lithium, 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.

If you are in GMS Interactive, the VIP Magician Shield is an alternative option. It is capped at 15* sf but can be traded for resale or other purposes.

Just don't use a book. It's bad. At most, leave it at epic 6% m.att while you work towards crafting a shield.

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).

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. Full Rotation Battle Analysis (BA)

As of *New Age*, 6 minute BAs have become a standard for full rotation. This is due to origin skills, our longest cooldown. You can stop the BA at exactly 6 minutes or account for your cooldown reduction sources.

The point of a full rotation BA is to map out your expected damage across a boss fight. It may be slightly inflated due to various factors. You have control over when to pop your origin in this 6m duration. In actual bossing, you won't always be able to time your "burst" to the peak of infinity. Between the odd duration and all your various cooldowns, you're bound to end up at different points of infinity as a boss fight progresses.

In the end, this is just a reference for damage. It helps to compare within class or yourself at different points of progression. However, this will never account for damage uptime in bosses or your own class/boss mechanics.

XVII. 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. Differences in buff duration sources will also contribute to this.

Below are general guidelines with -4s CDR and enough buff duration for single infinity. If you don't have enough buff duration, you can precast UM in the waiting room and refresh with real infinity inside culvert. The latter should last the remaining culvert duration. Make adjustments for your own cooldown reduction.

	<ul style="list-style-type: none"> ❖ Prepare Continuous Ring cooldown. ❖ Prepare Epic Adventure and Goddess Blessing (MW2) in the waiting room. With around 51s left, activate Fatal Strike. At around 46s left, prepare AB link. ❖ Enter culvert at around 39s left.
	<ul style="list-style-type: none"> ❖ On entry, set up Creeping Toxin. ❖ If sufficient buff duration, pop infinity.
	<ul style="list-style-type: none"> ❖ At ~110s when phase 5 is reached, start your V cycle. You should be popping these off cooldown afterwards.
	<ul style="list-style-type: none"> ❖ Pop AB link off cooldown. When Continuous Ring activates, press Elemental Fury.
	<ul style="list-style-type: none"> ❖ Activate Solar Crest + True Arachnid Reflection at around 52s left on timer.
	<ul style="list-style-type: none"> ❖ Activate Epic Adventure and Goddess Blessing (MW2) off cooldown.
 (Ring Swap)	<ul style="list-style-type: none"> ❖ Around 32-38s left when Continuous Ring goes on cooldown, stop attacking and start ring swapping into Ring of Restraint. This should take about 4-5s.
	<ul style="list-style-type: none"> ❖ Pop AB link off cooldown. Send your second to last V cycle.

	<ul style="list-style-type: none"> ❖ At approximately 21s, activate Ring of Restraint. Immediately press Infernal Venom. Fatal Strike should activate around this time. Once the origin cutscene ends, immediately press Elemental Fury. Finish off with your last set of V skills.

Additional Notes:

- As with regular bossing, Poison Chain can be desynced.
- In preparation for ring swapping, you will need to avoid hitting or getting hit for 4-5 seconds. This includes teleport mastery procs.

For an example, see Nelo's [culvert video](#) (lvl 250 merc, -4s hat). Note that it is an experimental rotation and continues to be improved upon.

XVIII. 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

XIX. 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
30%	Black Heart or Total Control
20%	Sparkling Blue Star Potion (not preferred)
5-15%	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:

1.  Teleport Mastery +  Ignite
2.  Teleport Boost +  Magic Guard

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. Teleport Boost/Magic Guard are usually kept on, so they're fine together. 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]: 

[Infinity]: 

[Unreliable Memory]: 

Explanation: Three skills are required for the buff sequence. Placing the 2m buffs together saves you multiple inputs. Both infinities are casted quickly in the buff sequence, but this is especially noticeable for Unreliable Memory. Ifrit together with one infinity ensures that it stays up. Echo will get skipped over if it is on cooldown, making the Unreliable Memory sequence even quicker.

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 for party bossing?

While this is a viable option, it should be considered thoroughly. FP can participate in all bosses, though it may have to wait longer due to timegates or damage requirements. Swapping to Bishop requires investment into nodes and dropping all of your 6th job progress, minus hexa stat. Any swaps after lvl 260 should be considered final.

Do I need a skill ring for Hard Lucid liberation?

No. Fund harder, optimize your 40s better, party up, or give up. While not recommended, there is a triple DoT Punisher setup that can be used for a small damage boost.

XX. 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](#)

XXI. 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
- ★ Tsutsujii - 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

XXII. Changelog

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.