



THE COMPREHENSIVE GUIDE TO MIHILE

LAST UPDATED:
Octo Fest (Autumn 2025)
2025-09-24



INTRODUCTION

CLASS OVERVIEW

Mihile is Maplestory's **King of Damage uptime**. We have by far the highest potential i-frame uptime in the game, which means we can stick to bosses very easily and excel at solo bossing, especially when you don't mind running down the timer, as it is easier to live the full duration of a fight than with other classes.

Gameplay-wise, Mihile is a simple, low APM (Actions per minute) class, whose unique charm lies in the ability to parry boss attacks and maximise i-frame uptime. We primarily use one skill for both mobbing and bossing, which changes by the use of our Boss Stance toggle, and a few skills with 5~30s Cooldown. There are no gauge mechanics involved and animation cancelling is only possible with Royal Guard. The damage distribution of Burst and off-burst is divided mostly evenly between our ~20s duration burst and 100s off-burst.

We are also equipped with **protective skills** for party play, though in late and endgame these become somewhat niche in their use and would usually require compromises in your damage output in exchange of using them primarily for defence. Additionally, almost every later boss has unique mechanics and fail conditions that are not tied to taking damage.

At the core of Mihile's gameplay lies the skill **Royal Guard**, a 6s Cooldown 1st job parry skill, that will block an attack and nullify its damage and abnormal status debuff if activated <0.24s before the monster's attack (hitbox) collides with your character (hurtbox). Upon a successful Royal Guard parry activation, a Counterattack is released automatically, as well as granting you an i-frame with 4s duration. An additional charm point is that Royal guard is able to **animation-cancel any skill**, meaning that you can attack as aggressively as you like and activate the parry reactively to a bosses' attack, even after committing to skills with long animation.

WHY PLAY MIHILE?

ROYAL GUARD

It all comes down to this one skill. It is arguably the most overpowered skill in the game, boasting a 6s cooldown and 4s i-frame that can be cut down to 5s cooldown at the lowest. The skill is **client-sided**, although the damage portion is delayed by lag.

You can potentially reach **66-80% i-frame uptime**, depending on your CD Reduction. However, this insane skill that can animation cancel any attack, provide 4s of i-frame and deals significant damage, on top of clearing 3 platforms when mobbing comes with a unique trait: Along with Adele's Aether guard, it is the only **Parry** in the game. Using this skill can be incredibly fun, rewarding and dopamine-releasing, as you are interacting with mechanics in a completely different way from every other class.

BASE STATS

Mihile offers a lot of high base stats: You only need **80% crit** rate while bossing, you have a 40% IED passive, and **100% IED while bursting** for 20 seconds. To reach **Max Attack Speed** (10 AS), only Decent Speed Infusion and a Green Pot are needed.

SUPPORT

Two of our 5th Job skills are **Party shields**. One will always be active during burst to allow your **party to freely burst without fear of dying or getting affected by stuns or blind debuffs**. The other barrier gives **+300-400% max HP** and can be used with full screen coverage on a **60s CD**. Along with that you get a 10% yellow hp barrier for your party when you Royal Guard near them via 3rd job's **Soul Link** toggle.

Damage support is a 10% damage debuff for all members and an additional 80 Attack (50 for Mages). This translates into roughly 3% Final Damage.

The **defensive capabilities of Mihile are by far the best in the game**. What it might lack in theoretical damage output capabilities, it largely makes up for in real bossing situations. Especially low funding, high timer solo bossing. There are a lot of classes that will do more damage in Dojo, Sharenian Culvert and Punchking, but few classes can rival Mihile's **solo bossing capabilities** (Ease, minclears, consistency and sometimes even speed, depending on the current state of the balance).

If the concept of a class based on quick decision making, rewarded with illegal survivability, near permanent damage uptime and niche defensive party-support sounds appealing to you, you should definitely give Mihile a try!

CLASS DRAWBACKS

- Learning to use Royal Guard on new boss fights can be hard to get used to and can cause you to die more often than if you just dodged normally, as it requires quite a bit of **trial and error** to get the timings down. However, once you've gone past that learning period you will perform incredibly consistently.
- If you are not willing to put yourself at risk to keep attacking and **parry attacks instead of dodging** them, you are not playing to your class' strengths.
- The class may end up feeling very **in-place or immobile** due to this playstyle. If you enjoy good mobility, Mihile is probably not the one for you.
- We have a **non-traditional up jump, which requires you to be grounded**. A lot of players dislike this warrior-type of up jump a lot. However, you do not have to sacrifice a keybind slot for it. Holding **up-arrow** and using **Radiant Chaser** (our dash/rush) is an **alternative up jump method**. The upside of our up jump is that we are **able to flash jump afterwards**, which seems to be underappreciated mobility. Having access to Royal Guard and being able to use it mid-air also means we do not have to worry about up-jumping into attacks or flash jumping into unfortunate situations after our up jump.
- Our class is **genderlocked to male**, which seems to be a deal breaker for a lot of people, because it limits your NX hair/face/outfit options.
- The **Legion block & Link skill** effects of Mihile are completely **useless** to the majority of classes, so picking it up as a 250+ mule is a pure passion project.
- Your friends who don't play the class might throw jabs at you for having an easier time playing the game (They wish they could)

STAT WINDOW AND V-MATRIX

INNER ABILITY

★1 20% Boss Dmg%, 8% Abnormal Status Dmg%, 21 Attack or Buff%

1st preset is your consistent max damage setup. 3rd line can be traded for QOL:

*10% CD Skip possible for comfort or touch damage content (affects Royal Guard)

*21 attack becomes BiS when you can reach 90~105% Buff duration without the IA

[10% Empathy, 25% 250 Mech, 20% Artefact, 40% Legion Board, (10% Sia Link)]

★2 20% Meso*, 15% Drop, 8% Dmg to Normal Monsters

2nd preset for farming/grinding.

*Frenzy alternative in GMS Interactive: +1 Target count, 15% Meso, 15% Drop

★3 20% Drop OR 20% CD Reset, 10% Boss Damage, 8% Abnormal Status Damage

3rd 20% Drop for boss reward rooms OR a for-fun set-up with max CD Reset.

ROLLING THE PERFECT INNER ABILITY

HEROIC






Early on use circulators until you find a Legendary Meso, Boss Damage and/or Drop line. You can even do this for all 3 Presets if you have Event circulators or a lot of Honour EXP.

Lategame I recommend rolling your 2nd line (Abnormal Dmg% for Boss, Drop% for Farming) with Circulators and rolling your preferred Primary and Third Line with Honor EXP during 50% Sunny Sundays, as primary lines are a lot cheaper in terms of Honor EXP (Meso intensive and requires you to have gathered preferably a few million Honor EXP).

LINK SKILLS

For more information on specific link skills and their effects, see [Nexon's official site](#).

While bossing, the links you should always carry with you are:

		SKILL	CLASS	EFFECT (Max Lv)
Self		Knight's Watch	Mihile	+25% Dmg Burst Buff Keybind it! (Sequencer)
1		Fury Unleashed	Demon Slayer	20% Boss Damage
2		Judgment	Kinesis	4% Crit Damage
3		Solus	Ark	16% Damage at max stacks
4		Thief's Cunning	Explorer Thief	18% Damage for 10s
5		Empirical Knowledge	Explorer Mage	9% Damage, 9% IED
6		Wild Rage	Demon Avenger	15% Damage
7		Unfair Advantage	Cadena	6/12% Damage
8		Elementalism	Kanna	10% Damage
9		Terms and Conditions	Angelic Buster	60% Damage for 10s
10		Qi Cultivation*	Mo Xuan*	4-16% Boss Damage
11		Focus Spirit*	Lynn*	10% boss damage, 10% crit rate
12		Tree of Stars*	Sia*	10% Buff Duration 3% Crit Damage
12*		Light Wash	Luminous	20% IED

Replace Sia Link with Luminous Link if your Ignore Defence in town is below ~96%

MSEA: Kain, Xenon, Luminous (or Adele in 6-man Party)

For Grinding: Remove Fury Unleashed, Thief's Cunning, Empirical Knowledge and Terms and Conditions.

Replace with Elven Blessing, Rune Persistence, Hoyoung Link, Lara Link and Combo Kill Blessing.

If low legion Phantom Link or Archer Link to reach **100% Crit Chance** when farming.

V-MATRIX

Mihile uses two sets of boost nodes, to boost a total of **5 desired skills** and 1 filler.
2 lv 25 Boost nodes = lv 50. 2 Lv 5 V-Matrix slots (+10) = Lv 60 (Max level)



2x Radiant Cross - Your main Bossing and Mobbing Attack

2x Install Shield/Soul Majesty - Boosts both your Mobbing Summon and one of your Burst skills

2x Royal Guard/Offensive Defence - *Ding* BRRR

2x Charging Light - A strong Mobbing tool, Boss debuff and Off-CD skill for DPM

2x Final Attack - Boosts your damage passively



2x Filler - Boost any skill of 1-5 again to max faster, if you are **short on nodes**. For example **Radiant Cross** (Main attack).

Alternatively boost **Radiant Driver** for OCD

For a budget Mihile boss mule, you can use the below trio and get almost all the benefits out of your boost nodes. If you decide to do this, Charging light is merely a debuff tool.



Radiant Cross, Install Shield, Royal Guard

Additionally, you can save nodes by ignoring to enhance Light of Courage and Cygnus Blessing if you are planning to keep the character as a 220~240 boss mule.

Shield of Light and **Radiant Soul** are by far your **most important 5th Job skills**, with **Sword of Light** and **Phalanx** dealing roughly the same damage or more than **Royal Guard**. As **Weapon Aura** boosts **everything** by up to **6% FD** and **16% IED**, it is very good.

Equip **Decent Speed Infusion**, **Sharp Eyes**, **Holy Symbol**, **Combat Orders** and **Blessing**



If you have autobuff pets, use them for **Encourage** (2nd job), **DSE**, **DHS** and **DCO**.

5TH JOB ORDER

BOSSING FOCUSED



TRAINING FOCUSED



Level and Equip Decent Holy Symbol when Grinding. Additionally you want to use **Decent Speed Infusion** in combination with a **Monster Park Green Potion** to reach the **Attack Speed Cap** of 10 in GMS. Going from 8 Attack speed to 10 is a **~10% total damage increase**. **Decent Sharp Eyes** for added Damage and Crit Chance. You do not need to level up any Decent skill except **DHS** beyond **Lv. 1**.

What's next?











If you have your 4 Boost Nodes, the 4 5th Skills, Phalanx, Weapon Aura, Cygnus Blessing, Erda Shower, **DSI**, **DSE**, **DHS** equipped, all remaining skills will predominantly be for convenience or very minor damage gain.

If you still need an order, see below personal recommendation:



Additionally, the **special node "Fatal Strike I"** can be potent in combination with Light Force Rei, as it provides +100% Damage for 2s every 30s, but costs **250 Node shards** and **expires after 7 days**. Use this if you want to minmax damage despite a weekly nodestone investment. If you are still building your boss mules, I would refrain from this.

6TH JOB ORDER

	1	Durendal		10	Radiant Soul		20	Shield of Light
	1	Radiant Cross		20	Hexastat 2		30	Radiant Cross
	1	Royal Guard		19	Offensive Defense		29	Royal Guard
	1	Light of Courage		20	Hexastat 3		25	Shield of Light
	1	Radiant Soul		29	Radiant Cross		29	Install Shield
	1	Install Shield		10	Shield of Light		30	Offensive Defense
	1	Offensive Defense		29	Offensive Defense		30	Shield of Light
	9	Radiant Cross		9	Durendal		19	Durendal
	9	Offensive Defense		19	Royal Guard		19	Light of Courage
	20	Hexa Stat 1		15	Shield of Light		20	Sword of Light
	1	Sword of Light		20	Radiant Soul		30	Durendal
	9	Royal Guard		19	Install Shield		30	Royal Guard
	9	Install Shield		9	Light of Courage		30	Sword of Light
	5	Shield of Light		30	Radiant Soul		30	Install Shield
	19	Radiant Cross		10	Sword of Light		30	Light of Courage



Hexa Stat Priority: Attack > Crit Dmg > Stat

See next page for Hexa Stat Guide



Sol Janus: Levelling this depends on your playstyle and everyone has to make a choice for themselves. I think the sweet spot for most players is at Lv. 1~20 and I would personally unlock it after HEXA Royal Guard Iv 1.

HEXA STAT GUIDE

You can assign every Stat type **once as a Main stat** and **twice as a secondary stat**

Stat	Level	Main Stat Bonus	Second Stat Bonus
Attack #1 Priority Stat	1	5	5
	2	10	10
	3	15	15
	4	20	20
	5	30	25
	6	40	30
	7	50	35
	8	65	40
	9	80	45
	10	100	50
Critical Damage #2 Priority Stat	1	0.35%	0.35%
	2	0.7%	0.7%
	3	1.05%	1.05%
	4	1.4%	1.4%
	5	2.1%	1.75%
	6	2.8%	2.1%
	7	3.5%	2.45%
	8	4.55%	2.8%
	9	5.6%	3.15%
	10	7%	3.5%
Strength #3 Priority Stat	1	100	100
	2	200	200
	3	300	300
	4	400	400
	5	600	500
	6	800	600
	7	1000	700
	8	1300	800
	9	1600	900
	10	2000	1000
Boss Damage #4 Priority Stat	1	1%	1%
	2	2%	2%
	3	3%	3%
	4	4%	4%
	5	6%	5%
	6	8%	6%
	7	10%	7%
	8	13%	8%
	9	16%	9%
	10	20%	10%
Damage #5 Priority Stat	1	0.75%	0.75%
	2	1.5%	1.5%
	3	2.25%	2.25%
	4	3%	3%
	5	4.5%	3.75%
	6	6%	4.5%
	7	7.5%	5.25%
	8	9.75%	6%
	9	12%	6.75%
	10	15%	7.5%
Ignore Defense	1	1%	1%
	2	2%	2%
	3	3%	3%
	4	4%	4%
	5	6%	5%
	6	8%	6%
	7	10%	7%
	8	13%	8%
	9	16%	9%
	10	20%	10%

Priority means that you want the highest values assigned to this stat

In the case of Attack, assuming you have 3 Hexa stats maxed, you want the Hexa Stat core with the highest level Main Stat for Attack. In the other 2, you want the highest level available second stat assigned to Attack.

If you are progressing and are unsure if you **should assign Attack as your main stat or not, refer to the colours above**. You can see at which level secondary stat you will gain more Attack than on the main core.

Example: Lv 4 Mainstat, Lv 6 second stat and Lv 10 second stat

You would assign **Strength as Main stat**, **critical Damage as Lv 6 second stat** and **Attack as Lv 10 second stat**

WSE (Weapon, Secondary, Emblem)

Secondary: **Princess No** [2 weeks of clears] or **Evolving Soul Shield** [100M meso]
[Difference is less than 0.01% FD in either favour depending on your pots/flames]
Evolving Secondary Weapon Selection Box is purchasable at the Secondary Vendor

The ideal WSE potential setup for most players is likely going to be **9/0/0** (9 lines attack%, 0 line boss damage%, 0 lines IED%). This is due to really high Damage% in Mihile's Burst, party support, Familiars and/or the use of a Continuous Ring. Weapons get 1% more attack per line compared to the secondary due to its level while the boss damage lines are identical. So, if you want to use 8/1/0 due to no Boss Familiars or using ROR4, the boss damage lines are preferably on the secondary. It is advised to use a calculator to optimise this for your character, as it will differ from character to character. Due to bonus potential with more att%, **interactive servers** will favour more Boss% lines.

Ignore Enemy Defense % (IED)



Radiant Soul gives us **100% IED for 20s+**. Therefore, IED only benefits us half as much as other classes. As Mihile's full damage rotation (2 Minutes) is split roughly into 50% Burst and 50% DPM, it can be said that rolling for IED is near useless on Mihile, especially as a Main.

On a 300% PDR Boss, with 95% IED you will deal -15% Final damage as a penalty on every class. Going to 96% IED gives you a total damage boost of 3%. However, as half of our damage is dealt during 100% IED, 1% more visual IED is only a +1.5% final damage increase in this case, which at the endgame in Heroic equals roughly 15% Damage/Boss Damage. IED is further devalued in boss parties, where burst deals more % of your total Damage output and additional IED sources come into play via potential buffs or debuffs from your party members.






COOLDOWN HAT

Using a -2s cooldown reduction hat along with the Level 200 Legion Block of Mercedes changes the Royal Guard cooldown from 6s to 5.13s, which means your potential i-frame uptime moves from ~66% to ~78%. Additionally, it benefits the cooldowns of Sword of Light (12s) and Charging Light (15s).

Using a -2s Hat with 2 Lines of STR% is optimal. Having a lv 250 Mercedes Legion Block changes Royal Guard to 5.076s CD and your 2 Minute rotation to ~111s CD.

-4s + Str% and -6s Hats are also viable if you happen to hit them, **but not worth actively pursuing.** In real bossing scenarios it's not even necessarily better than -2 due to less STR% just being a loss on guaranteed burst dmg in exchange for DPM.

OZ RINGS

	Ring Priority
	Ror5
	Ror4
	Cont4 (might be better than Ror4 for mules with lower HEXA)
	Cont3 or Ror3
	Cont2 or WJ4 (T6+ Arcane/Genesis) (Better than 17* or Event Ring)

Any **other oz rings** are only niche use in **Dojo**.

***Continuous Ring 4 will perform better, the worse your hexa is.** The more you head towards the endgame, the more ROR4 closes the gap and eventually becomes better. Especially in bosses with forced downtime on dpm, such as Kalos or Kaling.

Therefore, rule of thumb: Mules/Champions = Cont4, High Hexa/Mains = Ror4

Even at **100% uptime on a dummy**, Cont4 only performs **1% better than permanent Ror4**, which highly **favours Ror4 in real scenarios**. Granted, this is with Endgame gear.

If you **party with any temporary Damage support** like Benediction, PF Bubble, Smokescreen etc, **ROR will be better**.

Ring Swapping outside of Culvert is **generally a damage loss**.

LEGION ARTEFACT

You will level up the system by completing 3 different kinds of Quests.

Weekly log-in and kill count-related quests, claim the artefact EXP from the 3 hardest bosses you cleared that week as well as 1-time achievements rewarding EXP.

There are 15 possible stats available. With the system maxed, you can fully level up 12.5 of the available stats, which are spread out over 9 crystals that you unlock at EXP milestones. There are many options and ways to distribute the stats depending on your playstyle and how you value certain stats. Below are 2 examples for the most common type of players.

Best 3 farming damage sources, then maxed farming-related benefits, then bossing-related boosts in descending priority:

Crystal 1 5 ▾ All stats ▾ Crit Damage % ▾ Damage % ▾	Crystal 2 5 ▾ All stats ▾ Crit Damage % ▾ Damage % ▾	Crystal 3 5 ▾ Drop Rate % ▾ Meso Aqqui % ▾ Exp % ▾
Crystal 4 5 ▾ Drop Rate % ▾ Meso Aqqui % ▾ Exp % ▾	Crystal 5 5 ▾ Att / Matt ▾ Boss Damage % ▾ IED % ▾	Crystal 6 5 ▾ Att / Matt ▾ Boss Damage % ▾ IED % ▾
Unlocks at Artifact Lv10	Unlocks at Artifact Lv20	Unlocks at Artifact Lv30
Crystal 7 5 ▾ Buff duration % ▾ Final attack skill da... ▾ Crit Rate % ▾	Crystal 8 5 ▾ Buff duration % ▾ Final attack skill da... ▾ Cooldown Reset % ▾	Crystal 9 5 ▾ Cooldown Reset % ▾ Crit Rate % ▾ Summon Duration % ▾
Unlocks at Artifact Lv40	Unlocks at Artifact Lv50	Unlocks at Artifact Lv60











Dailystory player who wants max damage, while in boss drop waiting room:

Crystal 1 5 ▾ All stats ▾ Crit Damage % ▾ Damage % ▾	Crystal 2 5 ▾ All stats ▾ Crit Damage % ▾ Damage % ▾	Crystal 3 5 ▾ Att / Matt ▾ Boss Damage % ▾ Drop Rate % ▾
Crystal 4 5 ▾ Att / Matt ▾ Boss Damage % ▾ Drop Rate % ▾	Crystal 5 5 ▾ Buff duration % ▾ Final attack skill da... ▾ IED % ▾	Crystal 6 5 ▾ Buff duration % ▾ Final attack skill da... ▾ IED % ▾
Unlocks at Artifact Lv10	Unlocks at Artifact Lv20	Unlocks at Artifact Lv30
Crystal 7 5 ▾ Cooldown Reset % ▾ Meso Aqqui % ▾ Crit Rate % ▾	Crystal 8 5 ▾ Cooldown Reset % ▾ Meso Aqqui % ▾ Exp % ▾	Crystal 9 5 ▾ Exp % ▾ Crit Rate % ▾ Resistance ▾
Unlocks at Artifact Lv40	Unlocks at Artifact Lv50	Unlocks at Artifact Lv60

SKILLS OVERVIEW

HYPER SKILL PASSIVES

TYPICAL BOSS MULE SETUP TYPICAL MAIN SETUP

	Radiant Cross - Extra Strike		Radiant Cross - Extra Strike
	Radiant Cross - Reinforce		Radiant Cross - Reinforce
	Radiant Cross - Guard Break		Radiant Cross - Guard Break
	Install Shield - Reinforce		Install Shield - Reinforce
	Royal Guard - Guard Break		Install Shield - Extra Target

ALL SKILL GIFS <https://shorturl.at/z8E06>



EMPRESS'S PRAYER

- A **2 hour long Hero's echo** skill that only works for **yourself** with 24h cooldown
- It also lets you **ignore the level difference damage penalty**.
- Cooldown only goes down while logged in
- Quest Req: Empress's Grace, Lv 100+, Collect 5 Peridots from Rash/Dark Rash

Your level minus Monster level	Final Damage Modifier
+5 or higher	+20%
+4	+18%
+3	+16%
+2	+14%
+1	+12%
0	+10%
-1	+8%
-2	+6%
-3	+4%
-4	+2%
-5 or lower	+0%

For the level penalty of -1 or more without Empress's Prayer, refer to below link:

[MapleStory/Formulas — StrategyWiki | Level Advantage Multiplier](#)

SUPPORT SKILLS

Hero's Echo



+4% Attack/Magic Attack
(Does not stack with Empress Prayer)

Encourage



+30 Attack Power for all Party members

Soul Link



Toggle checks every 8s for nearby party members and re-applies buff
+10% yellow HP barrier to nearby party members on successful Royal Guard
Half of Royal Guard Stack's Attack Bonus shared to nearby party members
+50 Att at 5 Stacks (max).
+5% Damage per party member for Mihile only (Max 30%)

Charging Light



15s CD

60s Debuff for +10% Damage partywide



Light of Courage



60s CD

300% yellow hp barrier for 12s (max 6th 400% barrier)
Decreases by 7% per second
+25% Damage for 20s for Mihile only (max 6th 40% for 25s)

Shield of Light



120s CD

-83% Damage taken from all attacks inside the Shield (max 6th -90%)
Status immunity (blind, stun, skill lock). Does not protect from curses/gauges.
Duration 25s or 30 total hits absorbed. (max 6th 40s or 56 hits)
Size larger than animation
Enables safe, extended burst and debris protection for the party
+33% Final Damage for 66s for Mihile only (max 6th +40% for 80s)

ROYAL GUARD

BASICS

Pressing Royal Guard within 0.24s prior to being hit will nullify the damage and status effect of the attack, give a 4s duration i-frame and automatically cast a counterattack.

Additionally, you will receive **Royal Guard stacks**. These stacks last for 20s and can be stacked up to a maximum of **5**. They increase the size and damage of Royal Guard and Sword of Light. At 5 stacks you receive 100 (45 with 5th job) Attack Power. If you fail to guard for 20s, your stack count will decrease by 1. **Guard increases your hurtbox:**



GUARD WINDOW

Keeping your Guard stacks at 5 improves your damage and your mobbing.

The activation window for Royal Guard decreases the more Royal Guard stacks you have. As you want to be at 5 stacks at all times, just assume **0.24s** activation time.

- 0 & 1 Stack Count: 420 ms
- 2 Stack Count: 380 ms
- 3 Stack Count: 320 ms
- 4 Stack Count: 290 ms
- **5 Stack Count: 240 ms**
- **During Radiant Soul: 500 ms**

ANIMATION CANCEL

To cancel an animation with Guard, simply press Royal Guard immediately after using another skill - right as you are about to get hit. The animation will be cancelled and you perform Royal Guard's animation instead .

This cancellation does not necessarily let you cast your next skill sooner, but it will fit in Royal Guard into a time window that you would have spent waiting for your first skill's animation to finish anyway. This means that you get **2 skills casted in the same amount of time that you would have to have waited anyway.**

If you are about to be hit by an attack, stop attacking with Radiant Cross Assault a little earlier than the guard timing, use your cooldown ability and press Royal Guard to cancel the skill as early into the animation as possible. That way you get to land a strong skill and Guard together for a **short burst of heightened DPM every potentially 5s**.

Shield of Light example



Sword of Light example



OFFENSIVE DEFENCE

Using Royal Guard will leave the Offensive Defence Debuff on enemies (left).



Hit an enemy with a **Soul Light Skill** (eg. Radiant Cross, Radiant Soul Slash) and a Shockwave of Light (mid) is released dealing extra Damage on a **10s CD** as a **passive**.

When bursting - using **Soul Majesty** reduces the **Cooldown** of Offensive Defence from **10s to 2s**. The Offensive Defence debuff gets applied every 2s by **Install Shield** for 20s.

Soul Majesty casts an additional, stronger shockwave (**right**) that hits at the same time as Offensive Defence, up to 12 times during its 20s duration, and is a significant boost to your burst damage.

UNGUARDABLE ATTACKS

As far as what you can Guard and what you cannot, generally you should assume that **you can guard everything** in the game. The current **known exceptions** are:

- Vonbon Dimension Collapse Map Damage
- DoT outside of Magnus' Blue Aura
- 7/7 Damien Brand Stacks
- Damien P2 Blue Orb Damage
- Black Mage P1 Walls closing in
- Black Mage P2 all Full Map Attack versions
- Black Mage P3 Floor FMA (aka. Up-FMA)
- Kalos P2 final HP Segment 3/3 Curse death
- Kaling P3 FMA (after all Perils died)

If you have trouble Guarding certain Boss patterns, go into **practise mode** - it's free! Once you learn a Boss, this class will perform incredibly consistently, even if the learning process might be discouraging. Alternatively, look up some youtube videos.

OPTIMISATION

You can play purely **reactively** with Mihile and guard in response to incoming Danger and be perfectly fine for all your Mihile life. But If you start **wanting to squeeze out as much damage as possible**, you need to develop **foresight** of what the boss will be doing in 4 seconds. Based on these judgements, choose to use Guard for Damage, preferably by animation cancelling Sword of Light>Charging Light>Phalanx Charge or hold onto it for uptime optimisation and safety.

Getting to know boss rhythms, gaining foresight and making decisions to **guard things or to not guard** them is one of the core enjoyments of playing Mihile. The **constant decision making** to try and maximise your output and the ability to be extremely greedy due to how good Royal Guard is, rewards boss pattern and attack interval knowledge, on top of knowing the Hitboxes and timings of attacks for reactive guarding on Mihile.

Getting to know the hitboxes and timings very precisely might also benefit you on your other characters, since most of the difficulty of bossing is knowing the bosses well (imo).

BOSSING



Always toggle Roiling Soul and Soul Link on!

HOW TO DPM

You want to hold down **Radiant Cross Assault** as your default state.

Use **Sword of Light**, **Phalanx Charge**, and **Charging Light** off CD.

If available, use **Royal Guard** immediately after one of these skills to **animation cancel**.

While the animation cancel usually won't let you attack sooner with your next skill, it fits Royal Guard, and consequently more damage, into the same amount of time you would have spent by just using the Cooldown skill by itself. You therefore use **2 Cooldown skills** (1 of them being Guard) **into the animation cast time window of 1 skill**.



Radiant Cross Assault: Default Attack.



Sword of Light (12s CD): Strongest CD Skill by far



Phalanx Charge (30s CD): Strong summon if you can land all hits



Charging Light (15s CD): +10%Dmg Debuff, stronger than Radiant Cross



Royal Guard (6s CD): 2nd Strongest CD Skill and animation cancel when parrying an attack, hazard or touch damage.

If possible, try to alternate **Sword of Light + Royal Guard** and **Charging Light + Royal Guard** if Sword of Light is on CD.

In a lot of bosses, you can re-summon **Install Shield** and **Phalanx Charge** while a boss is flying/teleporting/not attackable, but feel free to guard and cancel them if **Charging Light & Sword of Light** are on CD and the situation is appropriate.

Using Royal Guard for damage uptime is often better than using it off cooldown if it means you have to dodge 4s later. Deciding between animation cancelling, off CD usage and holding onto it for uptime optimisation improves with experience and the quick, rewarding decision making is part of what makes Mihile gameplay appealing.

HOW TO BURST

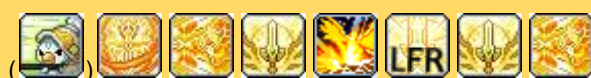
Bursting on Mihile consists of popping your sequencer, then dumping all your important CD skills, Origin and Light Ray, filling the rest with Soul Slashes.



Summons



Sequencer




**Within Ror+AB /
Within Cont+AB**



**Dump Radiant Soul
Slashes + CD skills**



- You can  after placing summons or when Ori Bind runs out
- Try to make sure the boss is bound in range of your Install Shield.
- Make sure you blind the boss before entry burst by doing 1 main attack
- Same burst structure regardless of bursting with or without Origin

I recommend to frontload your burst using this setup for simplicity as Cygnus Blessing is not that big of a deal and will still be ramped up on your extended Radiant Soul slashes. It will also be changed to fixed boss% in ~spring 2026.

Ror takes a little bit to actually activate, leaving enough time to summon phalanx and still land 2 Charging and 2 Swords in Ror. You can also cast phalanx before sequencer instead until the Phalanx buffs in Spring 2026 come.

Sequencer:

You only need one. Our miniburst is only AB+LoC








Currently, there are no Sequencers for Culvert, as the durations of our buffs are too different. Continue to cast them 1 by 1 based on duration and animation cancel them with Royal Guard to reduce cast time.












CULVERT

[Assumptions]:


200+ Mercedes, -2 Hat, ~50% Buff duration

-    Use off cd while holding down  Radiant Cross Assault
-  Animation Cancel above skills with Royal Guard when available

[Prep Room]

- Fully buff up (Echo, Smithing, Consumables etc.)
- Toggle Roiling Soul and Soul Link
- 1.32      **Sequencer 1**
- 1.30  Fatal Strike. Stack Ark & Mo Xuan Link, keep them stacked
- 1.08   Radiant Soul + Enhanced Charging Light
- 1.02   
- 1.01 **Enter**

[Inside Culvert]

- ASAP     Fatal, Phalanx, Install Shield, Keep Links alive
- 113s~116s:  **LFR** Stage 2/3/4/5 Light Rei first “tanky” stage during Cont
- 80-66s    **Sequencer 2 (Based on Shield Of Light Duration)**
- 71s   AB Link + LoC during Cont
- 65-60s  Re-use Install Shield
- 52s   Solar Crest, True Arachnid Reflection
- 46s      **Sequencer 1**
- 30-23 (Ringswap from Cont to Ror. Finish by 23s left)
- 22s    **Sequencer 3**
- 16s    **Sequencer 4**
- 08s     Origin -> Light Rei

[2min Culvert Rotation Example](#)

TRAINING



Soul Link on



Roiling Soul optional - pros and cons

The respawn time in maps is roughly ~7.5s. The general rule of thumb is to use your summon(s) in **Install Shield** and **Erda fountain**, jump around with **Radiant Cross** to double-platform and then use your **CD AoE skills** for clusters.

As **Sword of Light** is ~10s CD, **Charging light** ~13s and **Royal Guard** 5s CD (assuming a -2s CD hat), we can use 2 AoE skills per spawn wave:

Wave 1: **Royal Guard** + **Charging Light**

Wave 2: **Royal Guard** + **Sword of Light**

Repeat.



I highly recommend using [Maplemaps](#) to create your own map rotations that fit your needs and playstyle.

The above is an example of utilising both summons, Guard, flash jump over to the left and Charging light on the 1st spawn wave.

On the 2nd spawn wave start with Guard, flashjump right, Sword of Light.

Make sure to have Decent Holy Symbol active at all times!

MAP SUGGESTIONS

REGULAR SPAWN

Most importantly, pick a Map you are comfortable with, as even if you make slightly worse rates - if you like the rotation, you are likely to grind more in total.

The majority of regions list only one map. These are just suggestions and you can find maps and rotations that are more sweaty for slightly more gains or much lazier ones, but with decently less rates too. I tried to aim for a bit of balance rather than either end of the spectrum. Try to consider map preference, potential burning and monster level for base exp multiplier bonuses as per below:

BASE EXP MULTIPLIERS (scale with all exp multipliers):

Level difference 0~1: +20% EXP

Level difference 2~4: +10% EXP

Level difference 5~9: + 5% EXP

Ex: Victory Plate Street 1 Mobs are Lv 222. At Lv. 226->227 +10%-> +5% bonus.

Korean Keywords

Mihile	미하일	Moonbridge	문브릿지
Carcion	카르시온	Sellas	셀라스
Arteria	아르테리아	Esfera	에스페라
Shangri-La	도원경	Morass	모라스
Odium	오디움	Arcana	아르카나
Hotel Arcus	호텔 아르크스	Lachelein	레헬른
Burning Cernium	불타는 세르니움	Yum Yum	얌얌 빌리지
Cernium	세르니움	Chu Chu	츄츄 아일랜드
Liminia	리멘	Reversi Train	리버스 시티
Labyrinth	고통의 미궁 / 미궁	Vanishing Journey	소멸의 여로

[Common KMS search terms for Ignition : Maplestory \(reddit.com\)](#)

LV.	MAP	MOB LV	KILL/H	MEMO
200+	Spirit Zone	206	12.5K	easy
205+	Hidden Research Train	210	13K	easy
210+	Bitty-Bobble Forest 2	213	14.5K	easy
215+	Hidden Fungos Forest	220	13K	easy
220+	Victory Plate Street 1	222	14.5K	average
225+	Water Spirit	230	13.5K	average
225+	Labyrinthine Cavern	238/239	16K	easy
230+	Shadowdance Hall 2	239	18K	average
235+	Mirror-touched Sea 7	247	14K	not worth
240+	Plunging Depths 3	248	17.5K	active
245+	Mysterious Fog 4	252	17K	average
250+	Labyrinth of Suffering Core 6	258	16.5K	average
255+	End of the World 2-6	264	15.5K	lazy
260+	Royal Library Section 1	263	16K	easy
260+	Eastern City Ramparts in Battle 4	267	15.5K	average
265+	Nostalgic Drive-in Theater 1	271	16K	easy
265+	Train with no Destination 1	273	16K	easy
270+	Road to the Castle's Gate 4	275	18K	active
270+	Laboratory Behind Locked Door 2	278/279	17K	average
275+	Winter 4, Autumn 3, Summer 2, Spring 2,5	275-279	18.5K	active
275+	Blooming Spring 1, Gentle Summer 5	275-276	15.5-17K	lazy

Red = familiar cards drop here

FRENZY TOTEM

LV.	MAP	SETUP	LINK	KILL/H
200-205	Below The Cave	Vertical		
205-210	All maps except M-Tower	Vertical		
210-213	Bitty-bobble Forest 1	Vertical		
213-215	Slurpy Forest depths	Horizontal		
215-220	Hidden Illiard Field	Vertical		
220-225	Victory Plate Street 1	Vertical		
225-230	Cavern Lower Path	Vertical		
230-240	Shadowdance Hall 2	Horizontal		
240-245	Star-swallowing Sea 4	Vertical		
245-250	Void Current 1	Vertical		
250-255	Labyrinth of Suffering Core 1	Horizontal		
255-260	World's Sorrow Midpoint 1	Horizontal		
260-265	Royal Library Section 1	Vertical		
265-270	Eastern Ramparts in Battle 1	Horizontal		
270-275	Nostalgic Drive-in Theater 1	Vertical	Rotation	45 K
275-280	Road to the castle's gate 2	Vertical	Rotation	47 K
280-285				

Setup meanings:

Horizontal - Place Erda Fountain and Install Shield horizontally across the top or bottom half of the map, then flash jump across the other half to defeat monsters

Vertical - Place Erda Fountain and Install Shield vertically across the left or right half of the map, then jump or flash jump on the other half to defeat monsters on multiple platforms

CREDITS

Arcah (Solis): I try to keep the doc updated with every patch for mains, mules and people interested in the class alike and try to keep it concise.
Apologies, but training sections are a big time investment and a hassle with frequent changes to map layouts, so my willingness to keep it updated is fairly limited.
Mihile Discord: <https://discord.gg/6SPVvZRWJM>

Akki (Solis): Main Author of the Comprehensive Mercedes Guide. I received the OK to use their guide as base and shamelessly copied their entire layout, replacing, deleting and adjusting tabs where necessary.
Massive thank you to all Mercedes Mains involved in the original guide.
To the original Mercedes guide: [☰ The Comprehensive Guide to Mercedes](#)

Vis (NerfASAP, Kronos): Thank you for always helping out with the math aspects, namely calculating KMS balance changes/updates and how they will affect us in GMS and for calculating the 6th job upgrade order.













Redd3 (Redd3, Bera): Thank you for the Frenzy Totem grinding section on regular Servers. [Redd3 MS2 - YouTube](#)

CULVERT (max buff%, max Hexa)

























[Assumptions]:

250+ Mercedes, -2 Hat, ~105% Buff duration

[Prep Room]

- Fully buff up (Echo, Smithing, Consumables etc.)
- Toggle Roiling Soul and Soul Link
- 2.11s**  **Mega cope 3s of Shield (ToF Cape or -3/-4 hat 1s later each)**
- 1.47s**    **Sequencer A [62]**
- 1.30s**    **Bless guard fatal, Keep Links stacked**
- 08s**      **Sequencer B+ LoC [-8s]**
- 01s** **Enter**

[Inside Culvert]

- ASAP**    **Fatal, Phalanx, Install Shield**
- 113s~116s:**  **Light Rei Stage 5 (Cont, AB, Cygbless etc active)**
- 80s**    **Sequencer C [80]**
- 77s**   **AB Link + LoC during Cont (Off CD)**
- 62s**    **Sequencer A [62]** +  **Install Shield refresh**
- 52s**   **Solar Crest, True Arachnid Reflection**
- 46s**  **Cyg Blessing**
- 28s** (Ringswap from Cont to Ror. Finish by 23s left)
- 22s**    **Sequencer D [22] (Include Ror5 when u get lucky)**
- 16s**   **Ror + Loc (Use LoC at 21s if Ror5)**
- 08s**    **Origin (Fatal Proc 1.5s in) -> Light Rei**

