

MapleStory 2 Comprehensive Buff and Utility List

Before reading through this list there are a few things to note:


- Attack is both magic and physical unless specified.
- Physical and Magical Pierce \neq Pierce.
- Don't get more than 16.6% on Physical and Magical Pierce, as that much negates all chaos raid resistances. It is recommended to use the guild buff to bring you over 16~16.6% for an hour.
- If you lack accuracy by a lot make sure you get the allicari lizard buff and the archer sharp eye buff to fix this (optionally use accuracy gems).
- The  tells you if it persists after death.
- To make it easier to browse this document click "View > Show Document Outline" in the top left.
- For people who dislike this format try the **IMAGE VERSION** of this document [here](#).

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Bufs

1. ***Souvenir buff*** (1 max | house buff)

- +2 Strength/Dexterity/Intelligence/Luck (Imperial Medal)
- +4 Accuracy (Allicari Lizard) ****recommended****
- +4 Evasion (Allicari Salamander)
- +4.3% Physical Pierce (Allicari Snake) (nexon plz fix name)
- +4.3% Magical Pierce (Allicari Fire Bat) (nexon plz fix name)
- +20 Evasion (Proof of Darkness) **(Dark Descent only)**
- +150 Health (Stone of Life)
- +100~250 Health (Hunter Trophies)
- +3% Attack (Starlight Expedition Souvenir)
- +3% ASPD (Stone of Time)
- +4% Pierce (Scion of Light) ****recommended****
- +10% Attack (shadow seed) ****recommended** (Dark Descent only)**

2. ***Guild Bufs*** (All Usable)

- How much these buffs increase depends on the guild level, lower leveled guilds have weaker buffs, so i posted all the lvl 1 buffs.

Personal Bufs

- +1 Accuracy (Accuracy Boost)
- +3% Health (Health Boost)
- +3% Movement (Movement Boost)
- +3% Physical/Magic Pierce (Piercing Boost) ****recommended****
- +30 Critical Rate (Critical Boost) ****recommended****

Guild Leader Bufs

Note: **Requires a Leader / Co-Leader rank**

- +30% Quest EXP (Guild Questing)
- +40% chance 2* Valor drop (Guild PVP)
- +2.1% damage (Guild Combat)
- +3% Movement (Guild Mobility)

Consumables

1. ***Crafting Specific*** (1 max)

- +3~4% Physical Attack | Tin/Platinum Whetstone (Smithing) ****recommended****
- +3~4% Defense | Snail Shell/Fox Tail Compound (Handicrafts)
- +3~4% Magic Attack | Lavender/Yarrow Candle (Alchemy) ****recommended****
- +3~4% Health | Sweet Pumpkin Soup/Baguette (Cooking)

2. ***Potions*** (Offensive)(1 max)(alchemy or bm)

- +3% Physical Attack | (special) Warrior tonic ****recommended****
- +3% Magic Attack | (special) Mage tonic ****recommended****

3. ***Potions*** (Defensive)(1 max)(alchemy or bm)

- +3% Defense | (special) Defense Tonic ****recommended****
- +5% Health | (special) Health Tonic

4. ***Personal Craft+Assistant*** (1 max)

- +270 Health, +10% Magic Resistance | Orange Madeleine (Cooking)
- +250 Health, +10% Physical Resistance | Banana Sandwich (Cooking)
- +250 Health, +3% Defense | Caprese Salad (Cooking)
- All Assistant items here (too many of them, just get highest tier)

5. ***Party Consumables*** (Defensive)(1 max)

- +6% Health | Fresh Fruit Platter (Cooking) ****recommended****
- +6% Defense | Ellinian Mega Blueberry (Cooking) ****recommended****
- +8 Evasion | Sweet Chocolate Cake

6. ***Party Consumables*** (Offensive)(1 max)

- +6% Attack | Crispy Fried chicken (Cooking) ****recommended****
- +7 Accuracy | Mega Veil Burger (Cooking) ****recommended****
- +6% Damage | Spicy Maple Noodles ****recommended**** (cheaper from guild)

7. ***Special Consumables*** (1 max)

NOTE: These potions don't stack with party consumables (offensive/defensive), thus are not recommended if a party consumable is active.

Craft Tonics

- +200 Critical Evasion | Survival Instinct Tonic
- +6% Damage against Elite monsters | Exceptional Focus Tonic
- +20 Max Spirit | Spirit Boost Tonic
- +130 Critical Rate | Critical Rate Tonic
- +6% Damage Boost, -30% Health | Unstable Damage Boost Tonic

Guild Tonics

- +6% Attack, -30 Max Spirit | Unstable Physical Boost Tonic
- +5% Physical/Magic Pierce | Weak Point Analysis Tonic
- +7% Damage, below 30% hp | Battle Frenzy Tonic

Special Orange Herb: +7% Movement | Energy Tonic

Special White Herb: +7% ASPD

High Flyer: +7% Attack

- +150 Natural Health Recovery | Natural Regeneration Tonic

Blue Star/Red Star/Rue Tonics

- +4% Defense | Defense Boost Tonic
- +6 Evasion | Evasion Boost Tonic
- +5% elemental protection | Hardened Defense Tonic
- +4% Movement | Movement Speed Tonic
- +5% Damage, +10% Damage Taken | Deadly Resolve Tonic
- +7% Damage, If 3 targets are within 6m | Neural Boost Tonic
- +6% Damage, If Health = 100% | Tranquility Tonic
- +5 Accuracy | Bull's-eye Tonic
- +4% ASPD | Attack Speed Boost Tonic
- +6% ASPD, -80 Health per second | Unstable Attack Speed Boost Tonic (suicide pot)
- 10% Spirit Cost | Combat Efficiency Tonic
- +6% Defense, when Health is 70% or higher | Safeguard Tonic

8. Condensed Tonics

NOTE: Most of these are only active for a few seconds. The Condensed tonics work with other buffs, however they have separate cooldown groups shared between each other. (If you have info on these that i missed please correct me)

Group 1

+4% Attack | Condensed Boost Tonic

Group 2

+65% Movement | Swift Wind Tonic

Group 3

-70% Spirit consumption | Bright Brilliance Tonic

All attacks are Critical for 20 seconds | Soaring Focus Tonic

10% chance to deal 200% non elemental Damage | Focused Rage Tonic

Group 4

Chance to recover 10% Health | Blood Bond Tonic

-80% Movement, immune to most attacks | Immortal Guardian Tonic

Utility

These are items that can be used with a cooldown for a range of instant effects, think like the summoner spells in League of Legends. Similarly some of them only last for a few seconds. It is recommended to use a personal preferred mix for damage and healing.

Red Star

Heal 5 allies within 3m for 30% | Healing Aura Lapentier ****recommended****

+30% Damage, -80% Movement | Rooted Strength Lapentier

+85% chance of evading | Artful Dodger Lapentier

+70% Defense | Hardened Defense Lapentier

Blue Star

240% Damage to 5 within 6m, Heal 10% per enemy hit | Life Drain Lapentier

812% Damage to 8 within 4.5m | Shockwave Lapentier ****recommended****

Examples / Cheatsheet

NOTE: You can use more than 1 Guild Buff.





Physical (Knight / Archer / Thief / Runeblade / Berserker / Heavy Gunner / Assassin / Striker)

Icon	Name	Effect	Duration	Cooldown	Obtain Method	
	Scion of Light	+4% Pierce	1 Hour	instant	House Souvenirs	Yes
	Piercing Boost	+3% Physical/ Magic Pierce	1 Hour	1 Hour	Guild Interface (G)	Yes
	Guild Combat	+2.1% Damage	7 Days	7 Days	Guild Interface (G)	Yes
	Tin / Platinum Whetstone	+3~4% Physical Attack	10 Minutes	1 Minute	Life Skills: Smithing Black Market	No
	(Special) Warrior tonic	+3% Physical Attack	10 Minutes	1 Minute	Life Skills: Alchemy Black Market	Yes & No
	(Special) Defense Tonic	+3% Defense	10 Minutes	1 Minute	Life Skills: Alchemy Black Market	Yes & No
	Caprese Salad	+250 Health +3% Defense	15 Minutes	1 Minute	Life Skills: Cooking Black Market	No
	Noodles/ CFC	+6% Damage / Attack	15 Minutes	15 Minutes	1. Queenstown Chest of Wonders. 2. Guild Shop Life Skills: Cooking	Yes
	Ellinian Mega Blueberry	+6% Defense	15 Minutes	15 Minutes	Life Skills: Cooking	Yes
	Fresh Egg	Egg	Egg	Egg	Egg	Egg

Magic (Wizard / Priest / Soul Binder)

Icon	Name	Effect	Duration	Cooldown	Obtain Method	
	Scion of Light	+4% Pierce	1 Hour	instant	House Souvenirs	Yes
	Piercing Boost	+3% Physical/ Magic Pierce	1 Hour	1 Hour	Guild Interface (G)	Yes
	Guild Combat	+2.1% Damage	7 Days	7 Days	Guild Interface (G)	Yes
	Lavender / Yarrow Candle	+3~4% Magic Attack	10 Minutes	1 Minute	Life Skills: Alchemy Black Market	No
	(Special) Mage tonic	+3% Magic Attack	10 Minutes	1 Minute	Life Skills: Alchemy Black Market	Yes & No
	(Special) Defense Tonic	+3% Defense	10 Minutes	1 Minute	Life Skills: Alchemy Black Market	Yes & No
	Caprese Salad	+250 Health +3% Defense	15 Minutes	1 Minute	Life Skills: Cooking Black Market	No
	Noodles/ CFC	+6% Damage / Attack	15 Minutes	15 Minutes	1. Queenstown Chest of Wonders. 2. Guild Shop Life Skills: Cooking	Yes
	Ellinian Mega Blueberry	+6% Defense	15 Minutes	15 Minutes	Life Skills: Cooking	Yes
	Fresh Milk	Milk	Milk	Milk	Milk	Milk

Utility

Icon	Name	Effect	Duration	Cooldown	Obtain Method	
	Healing Aura Lapentier	Heal 5 allies within 3m for 30%	instant	10 Seconds	Red Star Merchant	?
	Shockwave Lapentier	812% Damage to 8 within 4.5m	instant	20 Seconds	Blue Star Merchant	?
	Life Drain Lapentier	240% Damage to 5 within 6m, Heal 10% per enemy hit	instant	20 Seconds	Blue Star Merchant	?

Thanks to the following reddit users (for correcting my mistakes):

- Maygii
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