

MAPLESTORY LEGION/LINK STRATEGY GUIDE

By Thymesius [GMS Reboot]

Introduction

Hello! This guide is hopefully going to provide you with some helpful details about the benefits of legion and link skills, how to set your priorities, and provide some strategies to build them up. As someone who has levelled every class to 140 or beyond I hope I can provide you with some valuable strategic advice that is informed by **my personal experience**.

Legion

Legion is a system in Maplestory that rewards you with various stats and other perks for having a large, diverse pool of characters on a specific server (note that this does not transfer across worlds, each server you play on has a separate legion count!!). These perks may appear small but can add up to be rather significant, especially at higher legion levels. Someone with 6,000 legion levels can get huge bonuses to Crit Rate, IED, Boss Damage, Crit Damage, Buff Duration, and even EXP.

Note that to unlock legion you need at least 500 levels among all your characters on a particular server and have at least 1 character that has reached level 200 and completed their 5th job advancement quest.

The Legion Board

The Legion Board interface displays a grid of stat bonuses on the left, a character selection panel at the bottom, and a summary of legion status on the right.

Stat Bonuses Grid:

- Abnormal Status Resistance
- Bonus EXP
- Critical Damage
- Critical Rate
- STR
- DEX
- ATT
- HP
- INT
- MP
- LUK
- Ignore DEF
- Buff Duration
- Knockback Resistance
- Boss Damage

Legion Character Selection:

- 1 / 44
- PRESETS
- Apply
- Assign Units

Character Cards:

- SS Lv.238 Arch Mage (Ice L.) Thymesius 19,845,257
- SS Lv.232 Kanna Nooria 16,759,351
- SS Lv.210 Luminous Zantha 11,609,382
- SS Lv.210 Tamer SimpTamer70 10,808,426

Legion Summary:

- Heroic Legion Rank II
- TOTAL LEVEL 6213
- LEGION COIN 319
- Members Assigned 28 / 28
- Legion Raid Power 136,262,647
- Coins Available 78
- Start Raid

Legion Bonuses:

- Member Bonuses:** Max MP: +4%, INT +80, INT +40, Critical Rate: +3%, Critical Rate +3%, LUK +40, Minion Duration +8%, Increases critical damage, INT +40, LUK +40, Grants a 70% chance to r., Skill Cooldowns: -5%
- Crit Bonuses:** INT +25, LUK +5, Magic ATT +5, Max MP +250, Critical Damage +20.0%, Boss Damage +38%, Ignore Defense +1%

Once unlocked, the Legion Board is where you can access all your perks you've gained from levelling multiple characters. To open it, use the Legion Hotkey or access it from the "Menu" button under "Manage Legion." This board is essentially a puzzle that is filled in with your characters as pieces. Each square that is covered by a piece provides a set bonus determined by the section you are placing it in. Here are the full values per square on the **Inner Grid**:

- **STR** (+5 per square)
- **DEX** (+5 per square)
- **INT** (+5 per square)
- **STR** (+5 per square)
- **Max HP** (+250 per square)
- **Max MP** (+250 per square)
- **Weapon Attack** (+1 per square)
- **Magic Attack** (+1 per square)

As you progress through your legion levels, you will unlock more and more of the **Outer Grid** on the Legion Board, fully unlocking at 6,000 legion (More details in "[Legion Rank](#)"). There are 40 squares in total on the Outer Grid with the following bonuses:

- **Abnormal Status Resistance** (+1 per square)
- **Monster EXP** (+0.25% per square)
- **Critical Rate** (+1% per square)
- **Boss Damage** (+1% per square)
- **Knockback Resistance** (+1% per square)
- **Buff Duration** (+1% per square)
- **Ignored Enemy Defense** (+1% per square)
- **Critical Damage** (+0.50% per square)

*source: https://maplestory.fandom.com/wiki/Legion_System

In all honesty this board is quite a hassle to reconfigure so I recommend using the Legion Board solver created by Xenogent (available [here](#)) as it will save you a lot of time.

****Important note**** You get 2 Legion Board presets by default! This is really helpful if you want to keep one setup for your main and another for when you are training mules.



Character Legion Bonuses
















As previously mentioned, your characters are the pieces that will fill in your Legion Board, providing bonuses based on where they are placed. Additionally, the pieces themselves will provide bonuses based on the character's class, increasing in "rank" with the character's level.

The ranks are B/A/S/SS/SSS and correspond to the levels 60/100/140/200/250 respectively. (for Zero, 130/160/180/200/250). The bonuses are shown below:

Job	Stats	Effects
Adele	STR	+ 10 / 20 / 40 / 80 / 100
Ark	STR	+ 10 / 20 / 40 / 80 / 100
Buccaneer	STR	+ 10 / 20 / 40 / 80 / 100
Cannoneer	STR	+ 10 / 20 / 40 / 80 / 100
Thunder Breaker	STR	+ 10 / 20 / 40 / 80 / 100
Kaiser	STR	+ 10 / 20 / 40 / 80 / 100
Hero	STR	+ 10 / 20 / 40 / 80 / 100
Paladin	STR	+ 10 / 20 / 40 / 80 / 100
Xenon	STR, DEX and LUK	+ 5 / 10 / 20 / 40 / 50
Beast Tamer	Ignor Enemy Defense	+ 1 / 2 / 3 / 5 / 6 %
Blaster	Ignor Enemy Defense	+ 1 / 2 / 3 / 5 / 6 %
Dark Knight	HP	+ 2 / 3 / 4 / 5 / 6 %
Dawn Warrior	HP	+ 250 / 500 / 1000 / 2000 / 2500
Mihile	HP	+ 250 / 500 / 1000 / 2000 / 2500
Demon Avenger	Boss Damage	+ 1 / 2 / 3 / 5 / 6 %
Kanna	Boss Damage	+ 1 / 2 / 3 / 5 / 6 %
Hayato	Critical Damage	+ 1 / 2 / 3 / 5 / 6 %
Jett	Critical Damage	+ 1 / 2 / 3 / 5 / 6 %
Shade	Critical Damage	+ 1 / 2 / 3 / 5 / 6 %
Marksman	Critical Rate	+ 1 / 2 / 3 / 4 / 5 %
Night Lord	Critical Rate	+ 1 / 2 / 3 / 4 / 5 %
Mechanic	Buff Duration	+ 5 / 10 / 15 / 20 / 25 %
Mercedes	Reduce Skill Cooldown	+ 2 / 3 / 4 / 5 / 6 %
Phantom	Meso Rate	+ 1 / 2 / 3 / 4 / 5 %
wild Hunter	20% to Boost Damage	+ 4 / 8 / 12 / 16 / 20 %
Angelic Buster	DEX	+ 10 / 20 / 40 / 80 / 100
Bow Master	DEX	+ 10 / 20 / 40 / 80 / 100
Pathfinder	DEX	+ 10 / 20 / 40 / 80 / 100
Wind Archer	DEX	+ 10 / 20 / 40 / 80 / 100
BattleMage	INT	+ 10 / 20 / 40 / 80 / 100
Bishop	INT	+ 10 / 20 / 40 / 80 / 100
Blaze Wizard	INT	+ 10 / 20 / 40 / 80 / 100
Ice/Lightning Archmage	INT	+ 10 / 20 / 40 / 80 / 100
Illium	INT	+ 10 / 20 / 40 / 80 / 100
Kinesis	INT	+ 10 / 20 / 40 / 80 / 100
Luminous	INT	+ 10 / 20 / 40 / 80 / 100
Cadena	LUK	+ 10 / 20 / 40 / 80 / 100
Dual Blade	LUK	+ 10 / 20 / 40 / 80 / 100
Hoyoung	LUK	+ 10 / 20 / 40 / 80 / 100
Shadower	LUK	+ 10 / 20 / 40 / 80 / 100
Night Walker	LUK	+ 10 / 20 / 40 / 80 / 100
Fire/Poison Archmage	MP	+ 2 / 3 / 4 / 5 / 6 %
Corsair	Summon Duration	+ 4 / 6 / 8 / 10 / 12 %
Demon Slayer	Status Resistance	+ 1 / 2 / 3 / 4 / 5 %
Evan	70% to recover MP	+ 2 / 4 / 6 / 8 / 10 %
Aran	70% to recover HP	+ 2 / 4 / 6 / 8 / 10 %
Zero	Bonus EXP	+ 4 / 6 / 8 / 10 / 12 %

*source: https://www.reddit.com/r/Maplestory/comments/k7fcyc/maple_legion_chart_post_awake/

Additionally the shapes and sizes of these pieces vary with level and character class:

Lvl 60	
Lvl 100	
Lvl 140 Warrior/Pirate	
Lvl 140 Mage/Thief/Archer	
Lvl 200 Warrior	
Lvl 200 Archer	
Lvl 200 Thief/Lab	
Lvl 200 Mage	
Lvl 200 Pirate	
Lvl 250 Warrior	
Lvl 250 Archer	
Lvl 250 Thief	
Lvl 250 Mage	
Lvl 250 Pirate	
Lvl 250 Xenon	

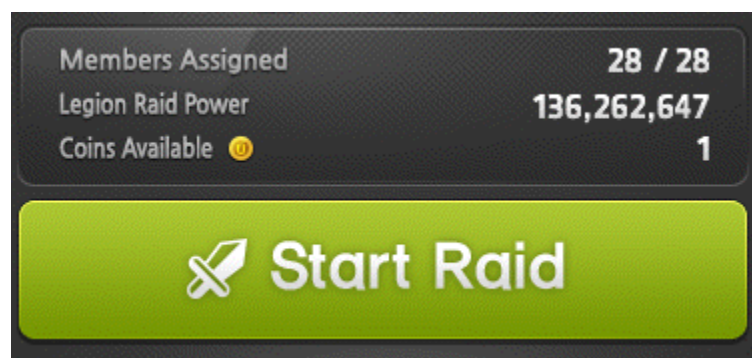
*source: <https://xenogens.github.io/LegionSolver/>

Legion Raid & Coins

Now you may be wondering what happens with all these pieces and the answer is that they go towards the “Legion Raid,” a perpetual battle against large monsters that earns you legion coins. These monsters have massive HP bars that are whittled away by your legion characters that are placed on the board. As your characters passively do 100 billion damage to the monster, you gain 1 coin. Additionally you can also deal a certain percentage of each monster’s HP as you enter the Legion Raid yourself, shown in the green portion of its HP bar. After the green bar is gone the monster becomes invincible to all attacks from you and the remainder must be finished off by your legion.



To access the Legion Raid, click the “Start Raid” button in your Legion tab.



The stronger your characters are, the more Legion Raid Power you gain, increasing the coins you gain passively as your legion fights waves of monsters. Characters can become stronger by achieving a higher Legion Rank (levelling) and higher Starforce (gear enhancement).

It is generally good practice to come in once a day to do your legion dailies for extra coins (usually kill 100 dragon whelps and 20 golden wyverns) and kill the green portion of the HP for a few extra coins if you can.

To spend these coins, talk to the Legion NPCs that can be found in almost every town (except Esfera for some reason??) and talk to Squire Pancho Sanza.



Notable rewards include wealth coupons for meso grinding, drop coupons, EXP coupons, epic potential scrolls, and more. These are super helpful for progression and are worth at least popping into your Legion Raid once a day to collect your coins for some nice rewards!

The full list of rewards from the Legion Coin Shop can be found [here](#).

Legion Rank

As you level characters, you will be able to progress your Legion rank, unlocking more of the Outer Grid as you rank up. Talk to Dame Appropriation to rank up once you meet the requirements for each Legion tier. This will cost a set number of coins, increasing in cost as you head towards higher levels. The costs and requirements for each rank are given below:

Legion Requirements + Boosts				
Rank	Minimum Total Level	Coins Required to Unlock (from Previous)	Coins Required (Total)	Attackers
Nameless Legion Rank I	500	0	0	9
Nameless Legion Rank II	1,000	120	120	10
Nameless Legion Rank III	1,500	140	260	11
Nameless Legion Rank IV	2,000	150	410	12
Nameless Legion Rank V	2,500	160	570	13
Renowned Legion Rank I	3,000	170	740	18
Renowned Legion Rank II	3,500	430	1,170	19
Renowned Legion Rank III	4,000	450	1,620	20
Renowned Legion Rank IV	4,500	470	2,090	21
Renowned Legion Rank V	5,000	490	2,580	22
Heroic Legion Rank I	5,500	510	3,090	27
Heroic Legion Rank II	6,000	930	4,020	28
Heroic Legion Rank III	6,500	960	4,980	29
Heroic Legion Rank IV	7,000	1,000	5,980	30
Heroic Legion Rank V	7,500	1,030	7,010	31
Legendary Legion Rank I	8,000	1,060	8,070	36
Legendary Legion Rank II	8,500	2,200	10,270	37
Legendary Legion Rank III	9,000	2,300	12,570	38
Legendary Legion Rank IV	9,500	2,350	14,920	39
Legendary Legion Rank V	10,000	2,400	17,320	40

*source: https://maplestory.fandom.com/wiki/Legion_System

Link Skills

Link skills are skills granted by each character class when they reach certain levels. Every class has a link skill, some are unique and some can stack between related character classes to reach a higher max level than one class can reach on its own.

Every character can receive up to 12 link skills from other characters in the same world and also has one inherent link skill unique to their class.



Link skill levels 1/2/3 correspond to 70/120/210 in terms of character level with only some classes having level 3 links. Skills like Spirit of Freedom can reach higher levels by having all the unique classes with that skill (in this case Battle Mage, Wild Hunter, Mechanic, and Blaster) level up. As can be seen in the image above, you can stack the skill by linking it multiple times and it will only take up one link slot. The max level for stacking skills varies, consult the full list below to see what skills have stacking effects.

A full list of link skills can be found here: <https://maplestory.nexon.net/micro-site/59088>

Link skills can only be transferred 2 times daily between characters so be careful transferring them too often!

Legion Strategy

Generally you want to set a priority list for your legion characters based on what stats will be most useful to your main class. Link skills are also an important consideration as you will naturally be getting them as you do legion. I also recommend keeping in mind the difficulty of each class as levelling too many hard ones can lead to burn out.

Below is a tier list I made for ****my personal opinion**** on which classes were the easiest and hardest to train for legion to 140, keeping in mind the experience as a whole from 1st to 4th job.

Difficulty Tier List

easy af	KANNA JETT	PATHFINDER	ADELE	ARK	BLAZE WIZARD	HOYOUNG	Paladin WARRIOR
not bad	DAWN WARRIOR CADENA	ANGELIC BUSTER WILD HUNTER	KAISER BUCC PIRATE	ARAN CANNONEER	DEMON AVENGER THUNDER BREAKER	BLASTER	KINESIS
pretty hard but ok in general	BEAST TAMER Corsair PIRATE	EVAN LUMINOUS	XENON	Bowmaster BOWMAN	ILLUM	DEMON SLAYER	WIND ARCHER
a struggle	Bishop MAGICIAN Night Lord THIEF	DRK WARRIOR	Hero WARRIOR	ZERO	I/L MAGICIAN	NIGHT WALKER	Shadower THIEF
feels like punishment	HAYATO MECHANIC	BATTLE MAGE	SHADE	DUAL BLADE	F/P MAGICIAN	Marksman BOWMAN	MIHILE

*source link: <https://tiermaker.com/list/video-games/maplestory-classes-awake-724734/1020589>

I'm going to list out the priorities for what I think are good legions for every class, then I'm going to go through good ones for every job.

After going through all of those, I'm gonna give a detailed levelling guide for legion/link covering some different strategies.

Priority Legion/Links by Class

Every Class

High Priority

- ☐ **Kanna:** 3% Boss Damage/10% Damage.
- ☐ **Jett:** 3% Critical Damage/?? Stat**.
- ☐ **Beast Tamer:** 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP
- ☐ **Kinesis:** 40 INT/4% Crit Damage
- ☐ **Zero:** 8% EXP/10% IED & 15% Damage Reduction.

***The stat from Jett's link skill varies, check out [this video](#) for detailed info.*

Medium Priority

- ☐ **Mercedes:** -4% Skill Cooldown/15% EXP
- ☐ **Evan:** 70% to recover 6% MP/ +50% Rune Duration.
- ☐ **Hayato:** 3% Crit Damage/25 All Stat, 15 ATT & M. ATT
- ☐ **Shade:** 3% Crit Damage/10% chance to survive a fatal attack
- ☐ **Adele:** 40 STR/4% Damage and 8% BD (when in a party of 4 or more)
- ☐ **Demon Avenger:** 3% BD/10% Damage
- ☐ **Demon Slayer:** +3 Abnormal Status Resistance/15% BD
- ☐ **Luminous:** 40 INT/15% IED

Low Priority (but still useful)

- ☐ **Full Resistance Link:** 8 seconds of invulnerability after death
 - **Wild Hunter:** 20% chance to deal 12% increased damage
 - **Blaster:** 3% IED
 - **Mechanic:** 15% Buff Duration
 - **Battle Mage:** 40 INT
- ☐ **Aran:** 650% XP from Combo Orbs
- ☐ **Xenon:** 20 STR, LUK, & DEX/10% All Stat
- ☐ **Ark:** 40 STR/11% Damage while in combat
- ☐ **Illium:** 40 INT/12% Damage while moving
- ☐ **Full Explorer Magician Link:** 9% Damage & 9% IED
 - **I/L Mage:** 40 INT
 - **Bishop:** 40 INT
 - **F/P Mage:** 4% MP
 - **Angelic Buster:** 40 DEX/45% skill damage for 10 seconds (90 second cooldown)

There are also some high priority legion/links specific to your class:

LUK Classes (Thieves)

- ☐ **Hoyoung:** 40 LUK/10% IED and 14% Damage against monsters at full health
- ☐ **Cadena:** 40 LUK/12% Damage to lower levelled monsters with abnormal statuses
- ☐ **Night Walker:** 40 LUK/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist (Get this to 150 and complete the Empress Blessing Questline for +25 additional ATT)
- ☐ **Shadower:** 40 LUK/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown)
- ☐ **Dual Blade:** 40 LUK/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown)

STR Classes (Warriors/Pirates)

- ☐ **Adele:** 40 STR/4% Damage and 8% BD (when in a party of 4 or more)
- ☐ **Ark:** 40 STR/11% Damage while in combat
- ☐ **Paladin:** 40 STR/Restores 23% of Max HP per second for 3 seconds after falling below 15% HP
- ☐ **Thunder Breaker:** 40 STR/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist (Get this to 150 and complete the Empress Blessing Questline for +25 additional ATT)
- ☐ **Cannoneer:** 40 STR/30 All Stat, 525 HP& MP, -7% Damage Reduction
- ☐ **Buccaneer:** 40 STR/30 All Stat, 525 HP & MP, -7% Damage Reduction
- ☐ **Kaiser:** 40 STR/15% Max HP
- ☐ **Hero:** 40 STR/ Restores 23% of Max HP per second for 3 seconds after falling below 15% HP

INT Classes (Mages)

- ☐ **Blaze Wizard:** 40 INT/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist (Get this to 150 and complete the Empress Blessing Questline for +25 additional M. ATT)
- ☐ **Kinesis:** 40 INT/4% Crit Damage
- ☐ **Luminous:** 40 INT/15% IED
- ☐ **Illium:** 40 INT/12% Damage while moving
- ☐ **I/L Mage:** 40 INT/3% Damage & 3% IED
- ☐ **Bishop:** 40 INT/3% Damage & 3% IED
- ☐ **Battle Mage:** 40 INT/2 seconds of invulnerability after death

DEX Classes (Bowmen/Pirates)

- ☐ **Pathfinder:** 40 DEX/4% Crit Rate, 15% chance to add monster to monster collection
- ☐ **Angelic Buster:** 40 DEX/45% skill damage for 10 seconds (90 second cooldown)
- ☐ **Wind Archer:** 40 DEX/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist (Get this to 150 and complete the Empress Blessing Questline for +25 additional ATT)

- ☐ **Bowmaster:** 40 DEX/4% Crit Rate, 15% chance to add monster to monster collection

HP Classes (Demon Avenger & Kanna*)**

- ☐ **Dawn Warrior:** 1,000 HP/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist (Get this to 150 and complete the Empress Blessing Questline for +25 additional ATT/M. ATT)
- ☐ **Dark Knight:** 4% Max HP/Restores 23% of Max HP per second for 3 seconds after falling below 15% HP
- ☐ **Kaiser:** 40 STR/15% Max HP
- ☐ **Mihile:** 1,000 HP/100% Knockback Resist for 110 seconds (180 second cooldown)

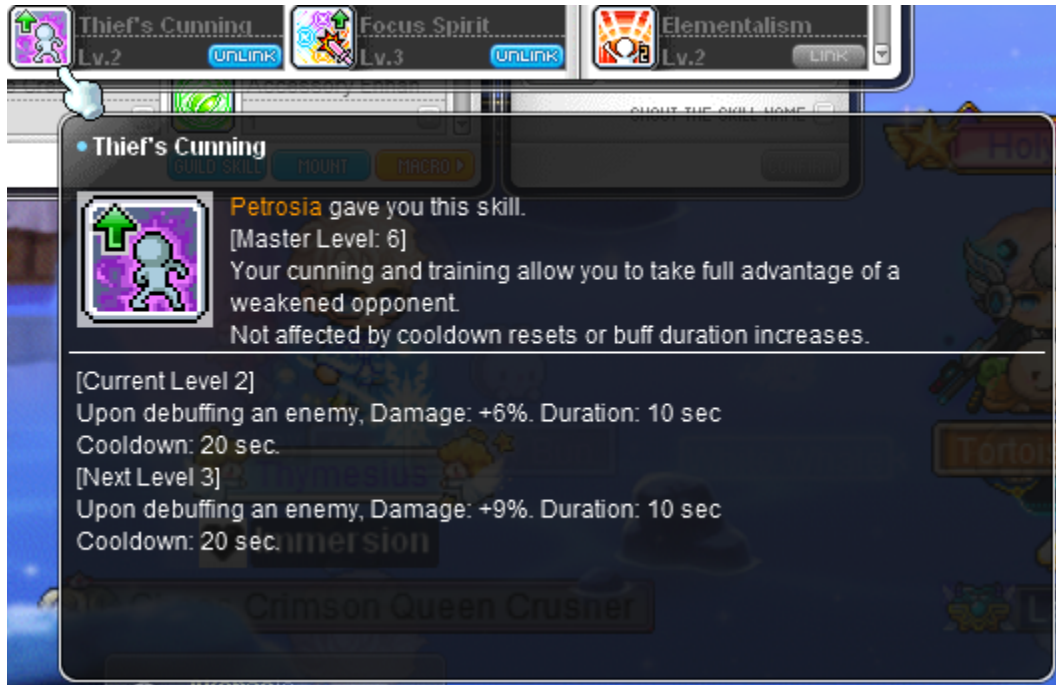
****Kanna receives 1 M. ATT for every 700 HP that she has. Still primarily an INT-based class but optimally Kanna will do both INT and HP for her legion.*

Special Legion/Links

Any link not listed above that is especially good for certain classes but not so much for others.

- ☐ **Critical Rate Legion & Links:** Having 100% critical chance is important to maximize your damage. Here are the legions and link skills that can boost your crit rate if you do not get much inherently:
 - ☐ **Phantom:** 3% Mesos Obtained/15% Crit Rate
 - ☐ **Beast Tamer:** 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP
 - ☐ **Night Lord:** 3% Crit Rate/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown)
 - ☐ **Marksman:** 3% Crit Rate/4% Crit Rate, 15% chance to add monster to monster collection
 - ☐ **Explorer Bowman Link:** 10% Crit Rate, 35% chance to add monster to monster collection. **A very small boost for a lot of work, only resort to getting this link to level 6 if you are desperate**.
 - ☐ **Pathfinder:** 40 DEX
 - ☐ **Bowmaster:** 40 DEX
 - ☐ **Marksman:** 3% Crit Rate
- ☐ **Mihile:** 1,000 HP/100% Knockback Resist for 110 seconds (180 second cooldown). Incredibly Valuable on any class that does not have 100% stance inherently and wants to avoid getting knocked around constantly by mobs or bosses. Does not block all knockbacks but it does block anything that can be resisted naturally by 100% stance (notable exceptions include Lotus's push and Chaos Pierre's umbrella attack).
- ☐ **Cadena:** 40 LUK/12% Damage to lower levelled monsters with abnormal statuses. Great for classes like I/L that constantly apply abnormal statuses like slows to enemies.
- ☐ **Explorer Thief Link:** 18% Damage for 10 seconds upon debuffing an enemy (20 second cooldown). Similar to Cadena but more broad, can be used in conjunction with any debuff like Dual Blade's poison or Kanna's night ghost guide.

- **Shadower:** 40 LUK
- **Night Lord:** 3% Crit Rate
- **Dual Blade:** 40 LUK
- **Any class that completes your inherent link skill.** Some classes like Explorer Thieves have an inherent link skill that can only be maxed by having every character class in that family levelled up to level 120 (in this case, DB, NL, and Shadower). Because inherent links take up no extra slots, it is in your best interest to max that link skill ASAP because you're gonna be stuck with it anyway. In most cases (except for Zero) a link skill that has a max level higher than 3 qualifies for this category ([Full list](#) for reference).



Levelling Strategies

I recommend getting every mule to 140 even if you only want the 120 link because having a higher Legion Rank will boost your total Legion Raid Power (aka more Legions Coins) and Legion Score. Having ~39 mules at level 140 and one main around 200 should get you to 6k legion. Having multiples of the same character will increase your legion level but the unique class legion bonus only counts once (keeping the bonus from the highest levelled copy). It's worth noting that only the top 40 characters count towards your total legion score!

If you want to start pushing for 8k legion, you can take some characters to 200 or even 210 if you want their level 3 link skill.

The way you do legion will be heavily based on your playstyle and level of commitment. I've designed 3 different strategies from most effort to least effort to build up your legion.

Strategy 1 - The Min/Maxer Approach

This is the highest efficiency approach I could think of, keeping an initial focus on EXP link/legion and then transitioning into stat, IED, BD, etc. This is ideal for someone looking to get the most out of legion and eventually shoot for 6k or even 8k legion score.

Phase 1 - EXP

- ☐ **Mercedes:** -4% skill cooldown/15% EXP
- ☐ **Zero:** 8% EXP/8% IED & 12% Damage Reduction
- ☐ **Evan:** 70% to recover 6% MP/ +50% Rune Duration
- ☐ **Aran:** 70% to recover 6% HP/ +650% EXP from Combo Orbs

Phase 2 - Stats

- ☐ **Cygnus Knights:** First do the Cygnus Knight that corresponds to your stat and get it to level 150 to get the full benefit of the Empress's Blessing skill. Keep in mind there is a questline to level up this skill up to its max of 30 that you can complete by using the quest notifier after level 100. Max Link bonus is 25 ATT & M. ATT and 15% Elemental and Abnormal Status Resistance.
 - **Blaze Wizard:** 40 INT
 - **Dawn Warrior:** 1,000 HP
 - **Thunder Breaker:** 40 STR
 - **Wind Archer:** 40 DEX
 - **Night Walker:** 40 LUK
- ☐ **Every stat boosting legion for your main class.** (See "[Priority Legion Links](#)" and look for the stat your class uses.)
 - [LUK](#)
 - [STR](#)
 - [INT](#)
 - [DEX](#)
 - [HP](#)
- ☐ **Hayato:** 3% Crit Damage/25 All Stat, 15 ATT & M. ATT
- ☐ **Jett:** 3% Critical Damage/?? Stat
- ☐ **Shade:** 3% Crit Damage/10% chance to survive a fatal attack
- ☐ **Kinesis:** 40 INT/4% Crit Damage
- ☐ **Xenon:** 20 STR, LUK, & DEX/10% All Stat
- ☐ **Explorer Pirate Link:** +70 All Stat, 1,225 HP & MP, -15% Damage Reduction
 - **Cannoneer:** 40 STR
 - **Buccaneer:** 40 STR
 - **Corsair:** 8% Summon Duration

Phase 3 - Bossing

- ☐ **Any special legion/link(s) you need.** (Detailed under "[Special Legion/Links](#)")
- ☐ **Demon Avenger:** 3% BD/10% Damage
- ☐ **Beast Tamer:** 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP
- ☐ **Adele:** 40 STR/4% Damage and 8% BD (when in a party of 4 or more)
- ☐ **Demon Slayer:** +3 Abnormal Status Resistance/15% BD
- ☐ **Luminous:** 40 INT/15% IED
- ☐ **Kanna:** 3% Boss Damage/10% Damage.
- ☐ **Ark:** 40 STR/11% Damage while in combat
- ☐ **Illium:** 40 INT/12% Damage while moving (only essential if you move as part of your main attacking skill)
- ☐ **Angelic Buster:** 40 DEX/45% skill damage for 10 seconds (90 second cooldown)
- ☐ **Full Resistance Link:** 8 seconds of invulnerability after death
 - **Wild Hunter:** 20% chance to deal 12% increased damage
 - **Blaster:** 3% IED
 - **Mechanic:** 15% Buff Duration
 - **Battle Mage:** 40 INT
- ☐ **Full Explorer Magician Link:** 9% Damage & 9% IED
 - **I/L Mage:** 40 INT
 - **Bishop:** 40 INT
 - **F/P Mage:** 4% MP
- ☐ **Full Explorer Thief Link:** 18% Damage for 10 seconds upon debuffing an enemy (20 second cooldown) - **triggered by Explorer Magician Link**
 - **Shadower:** 40 LUK
 - **Night Lord:** 3% Crit Rate
 - **Dual Blade:** 40 LUK

After finishing all of these you should be at about 30ish lvl 140 mules which should land you at about 4.2k - 5.6k legion or higher. If you want to push to 6k you can make some more mules to 140 or get some existing mules to 200 until you reach 6k (Keep in mind only the top 40 characters count towards your total legion score!).

If you want to push to 8k I suggest you get some of your mules to 210 for the level 3 link. Good candidates include Beast Tamer, Luminous, Demon Slayer, Mercedes, Evan, Aran, and Phantom. Check the [list of link skills](#) to see if there's anything else you'd like to get to level 3. Otherwise you'll need roughly 40 level 200's to reach 8k legion.

Strategy 2 - The Average Player Approach

As the name implies this strategy is made for the average player with reasonable legion ambitions. This is not necessarily an “optimal” approach but it definitely provides useful stats without too much investment.

This strategy will be organized from most return on effort expended to least on **some of the most valuable legion/link bonuses in the game**. It might be beneficial to read my “[Comments about each class](#)” section at the end to understand why I placed certain classes as I did.

High Return on Effort

- ☐ **Kanna:** 3% Boss Damage/10% Damage
- ☐ **Jett:** 3% Critical Damage/?? Stat.
- ☐ **Beast Tamer:** 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP (a must-have for Kanna mains)
- ☐ **Adele:** 40 STR/4% Damage and 8% BD (when in a party of 4 or more)
- ☐ **Ark:** 40 STR/11% Damage while in combat
- ☐ **Kinesis:** 40 INT/4% Crit Damage
- ☐ **Demon Avenger:** 3% BD/10% Damage
- ☐ **Pathfinder:** 40 DEX/4% Crit Rate, 15% chance to add monster to monster collection
- ☐ **Kaiser:** 40 STR/15% Max HP

Decent Return on Effort

- ☐ **Mercedes:** -4% skill cooldown/15% EXP
- ☐ **Zero:** 8% EXP/8% IED & 12% Damage Reduction
- ☐ **Evan:** 70% to recover 6% MP/ +50% Rune Duration
- ☐ **Demon Slayer:** +3 Abnormal Status Resistance/15% BD
- ☐ **Luminous:** 40 INT/15% IED
- ☐ **Phantom:** 3% Mesos Obtained/15% Crit Rate
- ☐ **Angelic Buster:** 40 DEX/45% skill damage for 10 seconds (90 second cooldown)
- ☐ **Xenon:** 20 STR, LUK, & DEX/10% All Stat
- ☐ **Blaster:** 3% IED/2 seconds of invulnerability after death
- ☐ **Mechanic:** 15% Buff Duration/2 seconds of invulnerability after death
- ☐ **Hayato:** 3% Crit Damage/25 All Stat, 15 ATT & M. ATT
- ☐ **Shade:** 3% Crit Damage/10% chance to survive a fatal attack

Low Return on Effort

- ☐ **Full Explorer Magician Link:** 9% Damage & 9% IED (*Decent return for Mages)
 - **I/L Mage:** 40 INT
 - **Bishop:** 40 INT
 - **F/P Mage:** 4% MP
- ☐ **Aran:** 70% to recover 6% HP/ +650% EXP from Combo Orbs

- ☐ **Illium:** 40 INT/12% Damage while moving (only essential if you move as part of your main attacking skill)
- ☐ **Night Lord:** 3% Crit Rate/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown)
- ☐ **Marksman:** 3% Crit Rate/4% Crit Rate, 15% chance to add monster to monster collection

Those are some of the most valuable ones I would consider doing. Like with the first strategy I **would highly recommend doing some or all of the legions that boost your main stat:**

- [LUK](#)
- [STR](#)
- [INT](#)
- [DEX](#)
- [HP](#)

Strategy 3 - The Deserted Island Approach

This approach is meant for people who hate legion. Whatever your ambitions, this is for people who have no desire to hit 6k and just want the bare essentials so they can move on with their main.

I will list some legion/links that I consider essential and then put some optional ones to consider if you really want the bonuses from that character.

Essential

- ☐ **Mercedes:** -4% skill cooldown/15% EXP
- ☐ **Kanna:** 3% Boss Damage/10% Damage
- ☐ **Jett:** 3% Critical Damage/?? Stat.
- ☐ **Beast Tamer:** 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP (a must-have for Kanna mains)
- ☐ **Cygnus Knight:** Do the Cygnus Knight that corresponds to your stat and **get it to level 150** to get the full benefit of the Empress's Blessing skill. Keep in mind there is a questline to level up this skill up to its max of 30 that you can complete by using the quest notifier after level 100.
 - **Blaze Wizard:** 40 INT
 - **Dawn Warrior:** 1,000 HP
 - **Thunder Breaker:** 40 STR
 - **Wind Archer:** 40 DEX
 - **Night Walker:** 40 LUK
- ☐ **Kinesis:** 40 INT/4% Crit Damage
- ☐ **Xenon:** 20 STR, LUK, & DEX/10% All Stat
- ☐ **Demon Slayer:** +3 Abnormal Status Resistance/15% BD
- ☐ **Luminous:** 40 INT/15% IED

- ☐ **Hayato:** 3% Crit Damage/25 All Stat, 15 ATT & M. ATT
- ☐ **Shade:** 3% Crit Damage/10% chance to survive a fatal attack
- ☐ **Ark:** 40 STR/11% Damage while in combat
- ☐ **Any crit legion/link needed to get 100% crit rate** (click [here](#) for more detail)

Optional

- ☐ **Zero:** 8% EXP/8% IED & 12% Damage Reduction
- ☐ **Evan:** 70% to recover 6% MP/ +50% Rune Duration
- ☐ **Blaster:** 3% IED/2 seconds of invulnerability after death
- ☐ **Mechanic:** 15% Buff Duration/2 seconds of invulnerability after death
- ☐ **Any class that completes your inherent link skill.** (click [here](#) for more detail)

As with the previous strategies, **I would also recommend doing any legion for your main stat that you feel inclined to do:**

- [LUK](#)
- [STR](#)
- [INT](#)
- [DEX](#)
- [HP](#)

Comments about levelling on each class

Adele: 40 STR/4% Damage and 8% BD (when in a party of 4 or more). A very easy class to level, very strong with low levels of funding and honestly just fun to level. Story gets you a free level 30 and the link is amazing for bossing in large parties.

Angelic Buster: 40 DEX/45% skill damage for 10 seconds (90 second cooldown). Long beginning quest to level 30 which is kinda gross but it gets pretty strong 3rd and 4th job. Great investment especially for Bowman mains, link skill active is good for burst.

Aran: 70% to recover 6% HP/ +650% EXP from Combo Orbs. Pretty similar to Evan, awful legion but useful link, especially at early levels. Aran is very easy to train with the only minus being that it can be kind of strange and hard to use for some players. Lots of button mashing as well.

Ark: 40 STR/11% Damage while in combat. By far one of the easiest legions. Highly mobile with high damage, one of my personal favorites. Should be a very high priority for anyone who uses STR as their main stat, the link is great for every class as well. Has level 3 link.

Battle Mage: 40 INT/2 seconds of invulnerability after death. Yikes this class. It's not bad as a main but gosh this feels awful to level for legion. The map clear potential is very low and the damage isn't impressive. Only worthwhile for mage mains in my opinion unless you are going for max Resistance link.

Beast Tamer: 3% IED/7% BD, 7% Crit Rate, 4% Max HP, 4% Max MP. A generally average class. Easy level 30 with story and lots of really nice perks from the BT's inherent quest. This link is amazing and will be used by most classes, very worth the slot especially for Kanna. Bear is better for higher damage, Leopard is more mobile, depends on your preferred playstyle but both work well for levels.

Bishop: 40 INT/3% Damage & 3% IED. This class is really weak but it has a lot of inherent buffs that make it easier. Farm on more compact maps if you can but this one isn't too bad overall besides the low damage. Low priority legion except for mages.

Blaster: 3% IED/2 seconds of invulnerability after death. The legendary finger pain class. Honestly a very worthwhile legion for every class with great damage and mobility. This one should be pretty quick to level but have an ice pack ready for your hands afterwards.

Blaze Wizard: 40 INT/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist. Great legion in my experience, you melt through levels (pun intended). High damage and good clear speed on most maps, should be an easy pickup for mages.

Bowmaster: 40 DEX/4% Crit Rate, 15% chance to add monster to monster collection. Not the worst but not very fun either due to its clunky skills and odd mobility. Pretty average legion that really should only be on your checklist if you are a DEX-based class.

Buccaneer: 40 STR/30 All Stat, 525 HP & MP, -7% Damage Reduction. Kinda sucks early on but this class gets pretty crazy going into 4th job. Very strong clear and decent base damage past 100. Solid pickup for any class in my opinion and especially for STR-based ones.

Cadena: 40 LUK/12% Damage to lower levelled monsters with abnormal statuses. Such a fun class, very mobile and high damage. This one might be a challenge just because it's hard to figure out how to combo the many, many skills that Cadena has but the damage is solid. Should be a fairly easy pickup for those who benefit from her bonuses.

Cannoneer: 40 STR/30 All Stat, 525 HP& MP, -7% Damage Reduction. A pretty average legion. The skills are amazing for mobbing but it's a bit clunky to clear with this class, try to pick flat maps with no platforms whenever possible.

Corsair: 8% Summon Duration/30 All Stat, 525 HP& MP, -7% Damage Reduction. I weirdly enjoyed this class. The early levels are trash but it really isn't too bad overall, especially after 4th job. That being said the bonuses are really meh and the benefits of summon duration are dubious at best. Should be very low on anyone's legion list unless you're going for the link.

Dark Knight: 4% Max HP/Restores 23% of Max HP per second for 3 seconds after falling below 15% HP. Not the most fun legion but not too bad either. This class has adequate damage

but really slow clear and mobility. So-so in general. Only worth for Kanna, DA, and Hero/Pally mains.

Dawn Warrior: 1,000 HP/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist. Fairly easy class to level. Early levels have really odd skills that are strange to use (including facing backwards to attack) but this class gets pretty insane after 4th job. Bonuses aren't great but this class is easy to level overall.

Demon Avenger: 3% BD/10% Damage. The returns are huge from this class and it has some of the highest damage for an unfunded mule. Should be an easy, straightforward mule for any class. Remember to keep using Lunar Slash even after 3rd job because it is your best mobbing skill.

Demon Slayer: +3 Abnormal Status Resistance/15% BD. My first thought is meh. It wasn't very fun but not too hard either. This link skill is huge though and definitely takes a link slot for most classes when bossing.

Dual Blade: 40 LUK/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown). This class may be one of the best end game damage dealers but boy does it feel awful for legion. Pretty low damage and lots of keys means this is gonna be punishment for your hands.

Evan: 70% to recover 6% MP/ +50% Rune Duration. This link feels amazing for levelling. Evan's 3rd job is pretty miserable but then he randomly turns into a beast after 4th job. Legion is useless but this link is great for levelling.

F/P Mage: 4% MP/3% Damage & 3% IED. This class sucks to do legion, straight up. The skills feel bad and the clear speed is pathetic. 4th job is better with access to Paralyze but you should only do this if you're going for a max Explorer Magician link.

Hayato: 3% Crit Damage/25 All Stat, 15 ATT & M. ATT. Not the worst early on but the levelling feels progressively weaker and clunkier. That being said the bonuses are quite worthwhile on this class and it's an excellent legion choice for any class if you can survive the levelling.

Hero: 40 STR/ Restores 23% of Max HP per second for 3 seconds after falling below 15% HP. Unimpressive clear pretty much throughout. Fortunately the damage is high but this is probably gonna be a slow one regardless.

Hoyoung: 40 LUK/10% IED and 14% Damage against monsters at full health. Pretty fun class that is easy to level. Has a lot of key binds and scroll energy might be a bit confusing but it's pretty good, link isn't too bad either. I wouldn't use this link into later phases of the game but it's good early on.

Kanna: 3% Boss Damage/10% Damage. Literally the easiest legion ever. Great at clearing, gets a free level 30 from the beginning quest, comes with increased spawn post 3rd job from

Kishin, very mobile and easy to use. I cannot stress how worthwhile and easy this one is even if you don't plan on making it into a farmer.

Kaiser: 40 STR/15% Max HP. Fast and fun levels with a bit of a weird early game. Mobbing outside of the armored form in 4th job feels kinda weird too but overall this isn't bad for legion. High priority for HP classes.

Kinesis: 40 INT/4% Crit Damage. With the only critical damage link skill in the game Kinesis stands out as a great link mule (a must-have for mage mains). This class is really spam heavy but the skills feel really satisfying to use which is complimented well by the class's inherent mobility.

I/L Mage: 40 INT/3% Damage & 3% IED. As an I/L main I can tell you honestly that this isn't fun for legion. The base damage is very low and clearing is gonna feel like a pain until 4th job when you get Chain Lightning.

Illium: 40 INT/12% Damage while moving. I really didn't like this class for some reason. The damage is high but it just feels so odd to use with the whole ball mechanic. Not the worst legion overall though and the link skill is useful for mobile classes like DB, Cadena, and Mercedes.

Jett: 3% Critical Damage/?? Stat. Weirdly easy to level despite the class's meme reputation. High damage, good mobility, and simple mobbing skills make this a breeze to level honestly. The critical damage is so nice too so I would definitely make this a high priority for every class. [Here is a video](#) to help you understand the link skill.

Luminous: 40 INT/15% IED. The early levels feel so gross and so does Lumi's marathon intro questline. This gets much better at 4th job when you get Reflection but it's a rough ride up to that point. Regardless, it has one of the best link skills in the game that most people will end up using in their bossing setup.

Marksman: 3% Crit Rate/4% Crit Rate. 15% chance to add monster to monster collection. Probably one of the worst legion experiences in the game. Immobile and clunky is the name of the game with this class with some of the worst clear in the game. If you want the crit rate legion I would recommend doing Night Lord instead. I would only do this if you really need that extra 3% crit rate because it is gonna make you hate this game.

Mechanic: 15% Buff Duration/2 seconds of invulnerability after death. Genuinely not that bad early on but this class is so weak 3rd and 4th job. Low damage and slow-mo style mobility make this class feel really awful to play. His bonuses are actually really good for any class though and it's worth picking up if you can bear the pain.

Mercedes: -4% skill cooldown/15% EXP. Widely known as an awful legion but one that isn't too bad if you take the time to learn the combos. If you're jumping 50 times and using Leaf Tornado to kill one mob you're not gonna have any fun. Try comboing instead and it'll be a bit easier.

15% EXP at link level 2 makes it the best source of bonus EXP out of every link/legion in the game and the CDR is a great perk as well.

Mihile: 1,000 HP/100% Knockback Resist for 110 seconds (180 second cooldown). A very situational link in my opinion. It can be pretty game changing for certain bosses like Lucid but it's not really necessary for others. The class itself has a really awful 3rd job but it clears well after 4th job.

Night Lord: 3% Crit Rate/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown). Despite being a strong class when funded this is pretty rough for legion. 3rd job is probably where this class shines the most but its damage leaves something to be desired. Definitely the superior crit rate legion choice though when compared to Marksman.

Night Walker: 40 LUK/9 ATT & M. ATT. 3% Elemental & 3% Abnormal Status Resist. A worse Night Lord in terms of clearing. Some people really hate this class but I didn't mind it too much, it shines in flat maps like Desert of Serenity and Dual Ghost Pirates. Only worth it for thieves or those going for 6k legion.

Paladin: 40 STR/Restores 23% of Max HP per second for 3 seconds after falling below 15% HP. The best explorer warrior legion in my experience. High base damage and good clear with the hammer equipped make this class feel so easy to level. Probably the only STR legion I'd do as a non-STR class.

Pathfinder: 40 DEX/4% Crit Rate, 15% chance to add monster to monster collection. The easiest legion behind Kanna in my experience. This class is a monster at clearing and has super high base damage so it'll be a treat to level. I would honestly even take this as someone who doesn't use DEX just because it's such a free legion.

Phantom: 3% Mesos Obtained/15% Crit Rate. Pretty easy up to 3rd job, make sure to steal Pathfinder's skills to clear 1st and 2nd job. The damage on this class is really low and it's gonna feel progressively weaker 4th job onward. Use Bowmaster's Arrow Platter for 3rd job and Cannoneer's Cannon Bazooka for 4th job ([Full skill recommendations](#)). The highest crit rate link skill in the game with a meso legion so that's a big perk. A no-brainer for Kanna.

Shade: 3% Crit Damage/10% chance to survive a fatal attack. I really didn't enjoy this one. The skills are good for clearing but it's just so insanely weak and you're gonna be button mashing a lot. Worthwhile for the crit damage but a struggle to say the least.

Shadower: 40 LUK/ 6% Damage for 10 seconds upon debuffing enemy (20 second cooldown). Very clunky class with unimpressive damage. This legion didn't feel as bad as others but it certainly wasn't fun. I would put this low on my priority list.

Thunder Breaker: 40 STR/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist. Pretty good, feels like a better Dual Blade for legion levelling. Skills are fun to use but it requires a bit of spam. A must-have for STR-based classes.

Wild Hunter: 20% chance to deal 12% increased damage. This legion is pretty straightforward which is both the good part and bad. If you like mindless farming this will feel really nice but some others may not like it. If you enjoy the playstyle it's a good filler legion block and it can help improve your Resistance link.

Wind Archer: 40 DEX/9 ATT & M. ATT, 3% Elemental & 3% Abnormal Status Resist. I liked this one personally, it was pretty fun and easy to use. Consistent strength 1st to 4th job but its mobility feels so strange. The 4th job mobbing is also kinda weird with Spiraling Vortex and Song of Heaven so how much you like it is going to depend on how much you enjoy using those skills.

Xenon: 20 STR, LUK, & DEX/10% All Stat. Very average legion all around. The levelling feels ok and it's not too complicated in the skills department. I would recommend farming with Mecha Purge: Bombardment for 4th job because I tried using Beam Dance and did not enjoy that very much. Link is ok, legion is solid for most classes too.

Zero: 8% EXP/8% IED & 12% Damage Reduction. This class has a lot of cons: low damage, weird controls, and a very long questline (all the way up to level 180 if you want the S rank bonuses). The dungeon-style and quest-based levelling is also really boring and repetitive. I would honestly recommend doing this after having done a lot of other legions so that this feels like a break or a change. Regardless, this class has some of the best legion bonuses in the game and is super worthwhile if you can survive their leviathan of a storyline.

Useful Links

Xenogen's Legion Solver: <https://xenogents.github.io/LegionSolver/>

Maplestory Fandom's Legion Page: https://maplestory.fandom.com/wiki/Legion_System

Legion Coin Shop Item Listing: https://maplestory.fandom.com/wiki/Squire_Pancho_Sanza

Full list of link skills: <https://maplestory.nexon.net/micro-site/59088>

Video explaining Jett's Link Skill: <https://www.youtube.com/watch?v=JDCQ0LvCTSc>

Acknowledgements

Firstly I'd like to thank you for reading this guide and I hope you found it useful for your legion pursuits. I'd like to also thank r/Maplestory (<https://www.reddit.com/r/Maplestory>) and the various

users on there who provided many of the graphs/resources I linked throughout the guide. Thanks to the Maplestory Fandom site (https://maplestory.fandom.com/wiki/MapleStory:Main_Page) for some of the info I used from their legion page. I'd also like to specifically thank Xenogent (u/chaingunmen9) for his fantastic Legion Solver that has saved me countless hours of angry puzzle solving.

Thank you also to my friend Betulae on GMS Reboot for helping me with edits!!

*****A huge disclaimer for all of the strategy in this guide— the information and suggestions I have made are completely subjective. I am in no way claiming any of these suggestions to be the most optimal or efficient by any objective standard and you are free to disagree with them. This is simply my opinion based on my personal experience doing legion.*****

Thank you! Happy levelling!! 😊

