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Maplestory m night lord leveling guide

Guide WeLcOmE tO InTrUdErH0nG !!! Content Use the Ctrl + F functions to search for an introduction to this post 1. 2) Rogue's first job. Assasin's 2nd job. 3) Hermit's 3rd job is the 4th night lord's job! 4) NL Skill Build Suggestions & Skill book drop list 5) Equipment suggestions for all their type 6) Claws and Requirements. 7) Throwing Stars. 8) Training Place! (Most popular or recommended) 9) Bosses Intros , Guide , Status lvl 90 - 141 10) Bosses Intros , Guide , Status lvl 151 - 200 - More to come - Introduction. Night Lord is a Throwing Star-based attacking character. We only use star throwing & Claws for our Attack Range. The damage is calculated by Luk, Dex and Assault Weapons. We require [Dex] to wear equipments of different levels and statuses. [Luk] is the main source of damage. Although we are low HP, our advantage is the range of attacks from a certain point as a result we needed on the boss who needed a knock back. Type of sin First of all pure luk IS NOT DEXLESS **IMPORTANT** Dexless : basic dex 25 . Base dex remains at 25 but complements adding a crazy amount of dex. Don't confuse this with Pure Luk because they don't!! *Highly Funded* LowDex: Base dex 25-70. [can be dropped with AP Reset] Equips are equally divided between Dex and Luk * Funded * PureLuk : DEX IS ALWAYS AT 25 all the way through your night lord's life and equipments are based mainly on luk but limited claw selection * Funded * Normal Sin : Dex twice you lvl up to lvl 40. E.g. lvl 20 Dex added to 40. Lvl 40 dex stops at 80. Dex is added one per level from that point on, for example. Lvl 41 dex added to 81 , @ lvl 120 dex should stop at 160. Most Recommended for normal sin is 80 dex [Beginner Selection] Calculation. Physical Avoidance is calculated as follows: Dexterity + 2 * Luck + Avoidance Of Equipment. Magical Avoidability is calculated as follows: Intelligence + 2* Luck + Avoidance Of Equipment. Calculation of accuracy. Player's Hit Rate (probability of hitting enemies) starts at 100%. Player Hit Rate increases with player accuracy. Hit Rate Players decrease with monster avoidance. For each player level below the monster level, add an additional 5% Miss rate. (Subtract 5 from the rate of increase) Luk = WeaponAtk 5 LUK (luck) is equivalent to 1 gun attack (5 LUK = 1 WA) Damage Max (per star) : Lucky Seven = [(5.0*LUK)/100]*(Weapons Attack)*(Attack Weapon)*Percentage Damage] Min (per star) : Lucky Seven = [(2.5*LUK)/100]*(Weapon Attack)*Damage Percentage] HP Washing HP Washing by AyumiLove Before leveling DO REMEMBER to wear INT !!! Formula for MP Gain Per Level = 15 + (total int * 0.1) +/- 1 HP Wash used to channel Mana Points in Hit Points (life) so you will have more life to survive against powerful attacks of monsters that can kill your character in 1 blow. This technique can only be done if you use NX Cash to buy tickets to reset your AP OR before you reach level 200, you spend AP to HP instead of your main attribute (e.g. the thief's main attribute is LUK, but thieves funnel AP to HP instead of LUK to get more HP). Formula for the minimum MP you can wash = (Lvl - 1)*14 + 148 = M*14 + 134 (Credit to Ayumilove) rogue's first job. Assasin's 2nd job. Rogue: lvl 10 heading to kerning under the PUB there is a ladder down the toilet. You will meet DARKLORD and from there on you begin your journey as ROGUE (Thief) After becoming a thief, you will be given AP Stats. Base str 4, dex25, int4, luk4, Here are some options. If you want to be, Dexless: basic dex 25. Base dex remains at 25 but complements adding a crazy amount of dex. Don't confuse this with Pure Luk because they don't!! *Highly Funded* LowDex: Base dex 25-70. [can be dropped with AP Reset] Equips are both splitters between Dex and Luk *Funded* PureLuk: DEX IS ALWAYS AT 25 all the way through your night lord's life and equipments are based primarily on luk but limited claw selection * Highly Funded * Normal Sin : Dex twice you lvl up to lvl 40. E.g. lvl 20 Dex added to 40. Lvl 40 dex stops at 80. Dex is added one per level, for example. Lvl 41 dex added to 81 , @ lvl 120 dex should stop at 160. [Beginner Selection] Naughty Skills: Keen Eye Nimble Body Lucky7 Dark Sight Disorder (Recommended) Lvl 10-17 Along the way add Lucky 7. - Maximize your damage. Lvl 17-18 Nimble Body adds up to 3 breaks to sharp eyes - To get sharp eyes you need 3 SP in your nimble body. Lvl 18-19 Max Keen eyes and add the rest of the SP to the nimble body. - Increase your shooting range. Lvl 20-25 all for Nimble Body rest for Disorders. - Increase your accuracy of Lvl Open Dark Sight 25-26 adding interference up to 3 for Dark Sight. Lvl 26-29 all for Dark Sight. - To avoid monsters from Body Attack Lvl 29-30 all to Disorder. [Credit - BanglaSin for correcting me] ----- Being Assasin : Talk to the Dark Lord Get permission and go to [Swamp Territory: Deep Mire] Find the NPC holding on to 3 kunai knives in his hand shown below This is your job instructor, accept the search and click again to enter to hunt 30 Dark Marbles. By completing it, you will get Proof after clicking on the instructor's work at the top, returning to Kerning and talking to the Dark Lord. * Shines * - You can now choose to be an Assasin or Bandit. Click Assasin, and you will get 1 skill point, to the mastery of the Claws. Killer Skills : The new Claw Mastery Shadow Resistance!! Haste Critical Throw Resistant Claw Drain Amplifier (Recommended) Lvl 31. Add 2 to claw mastery 1 to critical. - You need 3 Mastery Claws to get Critical Throw Lvl 32-42 Skills Add Critical throws all the way 1 to Shadow Resistance. - The Critical is very helpful in lvl 43-50 Add Shadow Resistance and max it, remaining points for Haste. - Shadow Resistance improves your character's HP as well as resistance to certain elements. Lvl 51-56 Add Haste - Max Haste Due to Increased Speed & Jump Lvl 57-66 Max Claw Mastery - Maxing Claw Mastery allows you to have damage stability and shooting rate, also improving your accuracy. Lvl 66-67 Add either (Method 1) Claw Booster - Increase attack speed/or (Method 2) Add Drain - HP Potion Saver. Lvl 68-70 Add the opposite skill of the method you choose @ 66-67 (For me i didn't add a drain first but instead i added a claw booster. The reason is because i am a pot user and i prefer booster speed instead.) [Credit to Leewei27 for correcting me] build secondary by banglasin Quote: Originally Posted by BanglaSin Hong, for the 2nd job, I would suggest some changes. Max was critical first, like what you stated, then add the booster to level 6 (timer 1 minute)only for faster attacks, and maximum haste afterwards, the reason for maximizing haste and booster to level 6 is because it makes training faster. More speed means killing more, this goes against your idea of maximizing shadow durability, which is pretty useless at levels 40 - 50+ because you just have to maximize the speed of the exercise. It's just a sequence of adding skills, the final product is fine, only i feel that adding a booster to the 6, and then max haste is a better option because it helps make levels rise faster, shadow resistance, Meh, it was useless at the time. Hermit's 3rd job is the 4th night lord's job! Become a Hermit : [b]Hint: for a faster journey, use edelstein transport instead of direct transportation from orbi to Victoria Island[b] Go to El-nath. You will meet your 3rd job instructor at home on a hill in the town of el-nath, talk to your 3rd job instructor then go back to kerning and meet the dark lord. 1.Defeat the clone Dark lord @ SleepyWood's Door of dimension [Cursed Temple: Prohibited Altar]. 2. Return to the Dark Lord to get the letter. 3.Go back to your 3rd work instructor and make sure you have Dark Crystal 4.Prepare 1 Dark Crystal [10 Dark Crystal Ore made]. 5.Answer 5 Questions correctly and get proof of medal of wisdom from The Sacred Rock at Sharp Cliff I &t; Answer[Kudas in] 6.Go back to your 3rd work instructor and WALAH - You are a new birth hermit! Hermit Skills: Alchemist MvP Shadow Partner Shadow Web Shadow Meso Avenger Flash Jump Dark Flare *New* Lvl 70 Add 1 for Shadow Partner. Lvl 70-80 All to Shadow Partner, 1 to Avenger. Lvl 80-90 Max Avenger. 1 to Flash jump. Lvl 90-96 Max Flash jump. 2 to Mesos up. Lvl 97-103 Max Mesos up. Lvl 104-111 Max alchemist.1 to Dark Sight. [SM and SW useless] Lvl 113 max Dark Sight Lvl 114 max Booster / Drain. Remaining skill point max Dark Flare then add SM / SW At that time your level will be 120 120 Become NIGHTLORD! First, go to El Nath and talk to Arec. He'll give you a certificate. Next, proceed to Leafre, talk to your 4th job instructor, Hellin. He will ask you to give him 2 items: Pentagon Hero and Star Hero. Method 1: Get them from killing Griffey and Manon. After getting it, go back and talk to your 4th job instructor again. He'll move you forward. Method 2: If you don't have one, proceed to Tatamo Head in Leafre city. He's going to ask for a secret scroll. Get it by bringing 10m to eos tower, scroll seller located in Ludibrium: Eos Tower 66th Floor. Go to the very bottom of the sales list scroll, and you see the secret scroll. Buy it for 10m, and then you go back to the Tatamo Chief in town, he'll give you Hero Star and Pentagon Hero. Go back to your 4th job instructor and he will advance u. CONGRATULATIONS TO BE THE NIGHT LORD! Fake Night Lord Basic Skills. Toxins. Spirit Claw. Star-Throwing Expert. Triple throw. Get off Zakum *TT Basic* it's unreliable yet pretenious. So it shouldn't be a problem getting it. FM sells it at 230-380mil Maple Hero/Maple Warrior. After becoming the master of the night, your 4th job instructor will give you that skill book ^^ Show Down. Ninja Ambush Ninja Storm. Hero Will (Resurrection). 1. Talk to the Head of Tatamo in Leafre city to start the search. He'll ask you to talk to Carta the Sea Witch. 2.Go to Deep Sea Gorge 1 (Aqua Road Dungeon), enter Carta's Cave, and talk to Carta the Sea Witch 3.Talk to Carta again to receive a search from him. He will ask you to collect 40 pieces of courage in his special arena. Now there should be another option in the Carta dialog box once you talk to him again. Choose this new option (must be the bottom) to enter the dedicated arena. You only need 1 person to enter the map and you will lose the Miniature Pianus every time you try to enter the map. 4.In the map you will find 3 types of monsters: bone fish, sharks, and gobys. Each monster you kill on the map will drop any of the 40 pieces you need, and you'll need to collect all 40 pieces before the timer runs out. It is impossible to collect all 40 pieces in the shot, so you will need some Miniature Pianus to enter several times. 5.After collecting all 40 pieces, talk to Carta again. Keep talking to him until you receive another search 6.Now go to Leafre again and search for an NPC named Fu. He will ask you for a 7..collect Ragged Wristband (drops from Griffey) and 10 mithril plates 8.Give him a tattered bracelet and 10 plates to Fu and he'll give you the Mithril Bracelet. 9.Return to Deep Sea Gorge 1 and talk to Carta to complete the search. He's going to give you a potion. Use potions to gain skills. Recommended NL Skill build & Skill book drop list Recommended 4th job skill build for Bossing / Hybrid NL Max Triple Throw 30 first, follow by Spirit Claw 30 , Fake Fake , Expert Throwing Star 10 and finally Maple Warrior 20. Another skill is for you to decide. Recommended 4th job skill build for trainer NL Triple Throw 20 first, follow by Fake 30 , Spirit Claw 20 , Venom 10 , Spirit Claw 30 , Triple Throw 30 , Expert Throwing Star 10 Other skills are for you to decide. Excerpt: Originally Posted by leewei27 here are some tips.. triple throw 1st if you wan train faster [lvl 20 or 30 depending on your funds..] etf is not so useful because the oni add dmg avenger.. while practicing, if the monster is less than 3 use tt.. use avenger when there mor of 3 mob +tt will also help u in boss This is another possible building. [Credit to leewei27] ===== Master Level skill increased from 11-20. Drop by: Aufheben, Blue Dragon Turtle, Horntail's Head B Description: This increases fake master levels to 20 with a 70% chance. Occupation: Thief Progress 4th. Condition: Skill level above 5. [Mastery Book] Fake 30 ----- [Mastery Book] Fake 20 Effects: Success 70%; Master Level skill increases from 11-20. Drop by: Peach Monkey, Ghost Pirate, Jr. Cerebes, Lilynouch Description: This increases fake master levels to 20 with a 70% chance. Occupation: Thief Progress 4th. Condition: Skill level above 5. [Mastery Book] Ninja Ambush 20 Effect: 50% Success; Master level of skill increases from 21-30. Drop by: Giant Centipede, Manon, Leviathan Description: This increases the Fake master level to 30 with a 50% chance. Occupation: Thief Progress 4th. Condition: Skill Level above 15. ----- [Mastery Book] Ninja Storm 20 Effects: Success 70%; Master Level skill increases from 11-20. Drop by: Goby, Dual Birk, Green Cornian, Snowman Description: This increases Ninja Storm's master level to 20 with a 70% chance. Class: Night Lord. Condition: Skill level above 5. [Mastery Book] Ninja 30 30 50% success; Master level of skill increases from 21-30. Fell in: Crew, Eye of Time, Harp ----- [Mastery Book] Showdown 20 Effects: Success 70%; Master Level skill increases from 11-20. Drop by: Lazy Buffy, Red Wyvern, Griffey Description: This increases the showdown master level to 20 with a 70% chance. Occupation: Thief Progress 4th. Condition: Skill level above 5. [Mastery Book] Showdown Effect 30: 50% Success; Master level of skill increases from 21-30. Stop by : Petrifighter, Green Hobby, Manon ----- [Mastery Book] Spirit Claw 20 Effects: Success 70%; Master Level skill increases from 11-20. Drop by: Nibergan, Homunculus, Gatekeeper Description: This increases spirit Claw's master level to 20 with a 70% chance. Class: Night Lord. Condition: Skill level above 5. [Mastery Book] Spirit Claw Effect 30: 50% Success; Master level of skill increases from 11-20. Drop by: Rash, Shark, Furious Scarlion Boss, Griffey Description: This increases spirit Claw's master level to 30 with a 50% chance. Class: Night Lord. Condition: Skill Level above 15. ----- [Mastery Book] Triple Throw 20 Effects: 70% Success; Master Level skill increases from 11-20. Drop by: Dunas, Teddy Soul Master, Green Hobby, Furious Scarlion Boss, Imperial Guard, Riche Description: This increases the triple throw master level to 20 with a 70% chance. Class: Night Lord. Condition: Skill level above 5. [Mastery Book] Triple Throw Effect 30: 50% Success; Master level of skill increases from 21-30. Drop by: Hornedtail description: This increases the Triple Throw master level to 30 with a 50% chance. Class: Night Lord. Condition: Skill Level above 15. ----- [Mastery Book] Venom 20 Effects: 70% Success; Master Level skill increases from 11-20. Drop by: Aufheben, Iruvata, Spirit Viking Description: This increases venom master level to 20 with 70% chance. Occupation: Thief Progress 4th. Condition: Skill level above 5. [Mastery Book] Venom Effect 30: 50% Success; Master level of skill increases from 21-30. Drop by: Homun, Yeti, Silver Slime, Spirit Viking, Chief Oblivion Guardian Description: This increases venom master level to 30 with 50% chance. Occupation: Thief Progress 4th. Condition: Skill Level above 15. 15.

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