Maplestory reboot guide

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Maplestory reboot training guide. Maplestory reboot guide level. Maplestory reboot guide 2021. Maplestory reboot guide 2020. Maplestory reboot guide 2020. Maplestory reboot guide 2021. Maplestory reboot guide 2021. Maplestory reboot guide 2020. Maplestory reboot guide 2020.

Maplestory is a vast world with unique monsters around every corner and many lands and dimensions to explore. As a new or returning player, it can be difficult to navigate the maple world and find monsters suitable for training at your current level. Recommended Read: Maplestory - Familiars Guide In this training guide, we cover the best training spots at all levels from 1-275. You can use this guide for both Reboot and regular servers. We've found the following training spots to be the best if you're looking to level up as fast as possible. *Hidden maps in their paragraph below. You can find more information about each training spot as well as alternatives by pressing any level interval in the chart. Here is some different information that is useful to know when leveling through Maplestory. Difficulty of mobs on Reboot server, you might want to go to each training spot two to four levels later than the recommendation above. If you, however, have multiple characters on your account already giving you powerful link skills and legion buffs, then you can follow the recommendations without problems. Likewise, if you have lots of buffs from the beginning on the regular servers and strong leveling items, you can go to the training spots a couple of levels earlier. How to find maps If you can't find a map listed above, open the world map by pressing W, search for the map in the game are hidden. Any map we've listed above that is hidden has instructions on how to get there in their dedicated paragraph below. Using the Maple Guide Another great way to both travel around and find maps with monsters around your level is to use the Maple Guide. You can access the Maple Guide by pressing 'u' on your keyboard or through the character menu at the bottom of the screen. Many of the maps that we've included in our training guide can be directly accessed through the Maple Guide when you're in the appropriate level range. If the Maple Guide when you're in the appropriate level range window that displays a path with your character on it, click the '+' icon in its window. To move to a map, boss, theme dungeon, or special content in the Maple Guide, press it, and click Move. Runes When training, be sure to activate runes whenever you can, as they give double EXP for two minutes up activation. Runes appear often on every map with monsters and can give both rewards, damage-boosting buffs, or summon monsters. Hyper Teleport Rock If you play on Reboot, be sure to purchase the Hyper Teleport Rock to move around with ease. You can also get the Hyper Teleport Rock on normal servers for free with the daily gift event, but only on day 1 and day 15. These two last for three days each. When you have the Hyper Teleport Rock, you can just double click a map on the world map to teleport to it instantly. EXP boosts Using EXP boosts can help you level up much faster in Maplestory. EXP boosts can be obtained from several parts of the game, including events, link skills, and useable items like Monster Park potions and Enjoyable Winters. There are also active buffs in the game that can help you like Bishop's Holy Symbol. Table of contents Level 1-10 At the start of the game, you're going to be taken through a tutorial depending on the class you're playing. Therefore, there are no specific training spots from levels 1-10 The best way to get to level 10. Level 10-20 Flaming Mixed Golem's Temple: Golem's Temple 3 is an amazing map to train from level 10-20. These mobs are easy to take out for any class, making it the go-to place to train for all new characters. The EXP per mob is great, and the map is compact, which means you'll always have a mob to attack without having to move much. You can get to Golem's Temple: Golem's Temple 3 by walking right from Henesys. Map: Golem's Temple: Golem's Temple: Golem's Temple 3Mob: Flaming Mixed GolemLevel: 19HP: 350 (Normal) / 525 (Reboot) EXP: 39 (Normal) / 525 (Reboot) EXP: 39 (Normal) / 54 (Reboot) Alternative maps: Edelstein Strolling Path 2 (Strange Sign) Low-level mobs next to your starting town if you play a class that doesn't start on Victoria Island or in Edelstein. Garbage Dump: Waste Treatment Plant 1 (Ooze Waste) Level 20-30 When you reach level 20, head to Curse Eve at North Forest Green Tree Trunk in Ellinia. You can stay on this map until you reach level 30. This map until you reach level 30. This map until you reach level 30. This map is much bigger than the one you were training at from level 10-20, and there are far more mobs. To get to this map, head to Ellinia, use the portal located at the top right of the town, and then use the world map or use directions to get the rest of the way. Map: North Forest Green Tree TrunkMob: Curse EyeLevel: 27HP: 650 (Normal) / 75 (Reboot) Alternative maps: Singing Mushroom Forest: Blue Mushmom Forest (Blue Mushmom [Boss]) Concrete Road: Streetlight Row (Streetlight) Garbage Dump: Waste Treatment Plant 3 (Scrap Iron Waste) Level 30-40. They've now changed Gold Beach, making all mobs scale to your current level from level 30-59. Therefore, you could train at any Gold Beach map as all mobs give the same amount of EXP. We do, however, recommend you train at Gold Beach Seaside 2, as the map is great for mobbing and has an excellent spawn of Violet Clam Slimes. To get to Gold Beach town. Map: Gold Beach Seaside 2 Mob: Violet Clam SlimeLevel: Scaling from level 30-59 (Normal & Reboot) Alternative maps: Ellinel Fairy Academy [Theme Dungeon]Garbage Dump: Shaded Dump Site (Dumpy Hoodlum)Abandoned Offices: Mr. Hazard's Lair 3 (Hazard's Mean Crony) Level 40-45 Gravi Stonegar at East Pantheon: Enchanted Forest is an interesting training spot. The mobs here have more HP than regular mobs, but give much more EXP per mob in turn. If you have a strong character, you can head to Gravi Stonegar at level 35 instead of 40. To get to this map, head to Pantheon through the Interdimensional Portal at Six Path Crossway, go through the portal on the far right, and then use the world map or use directions to get the rest of the way. Map: East Pantheon: Enchanted ForestMob: Gravi StonegarLevel: 41HP: 8,242 (Normal) / 294 (Reboot) Alternative maps; Kerning City Subway: Line 2 Area 3 (Shade) Level 45-55 Burnt Land: Wild Boar Land in Perion is a big map full of Wild Boars. The spawn rate at this spot makes it an incredible map to train on from level 45-55. If these mobs are a little too strong for you at level 45, then wait a couple of levels and come here. Classes with some mobility and AoE will do especially well here. To get to this map, go to Perion, go through the portal at the top of the town, and then use the world map or use directions to get the rest of the way. Map: Burnt Land: Wild Boar Level: 55HP: 8,000 (Normal) / 24,000 (Reboot)EXP: 187 (Normal) / 355 (Reboot) At level 50, you unlock Easy Zakum, which is a weak version of the boss Zakum. Defeating Easy Zakum gives significant EXP at this level, so take him out daily. You can fight Easy Zakum by following the quest "[Zakum] Statue of Dread," which you unlock through the quest icon on the left side of the screen at level 50. Alternative maps: Riena Strait [Theme Dungeon] (From level 50) Level 55-60 Skeledogs and Mummydogs at Excavation Site Military Camp 1 is a thin map with a convenient teleport, you can start from the top of the map, clear a platform, jump down, clear another platform, jump down once again, and just repeat this until you're back at the teleport at the bottom. This map is one of the easiest maps to train at for any class, as you don't need to have huge AoE skills or mobility to clear the entire map guickly. If you want to, you can stay here until level 65 instead of the recommended 60. Excavation Site Military Camp 1 is a hidden map, which means you can't see it on the world map. To get to this map, go to Excavation Intermission Area in Perion. Walk up to the old tower on the right side and enter through the open gate. Map: Excavation Site Military Camp 1Mob: SkeledogLevel: 62HP: 12,600 (Normal) / 50,400 (Reboot)EXP: 256 (Normal) / 614 (Reboot)Mob: MummydogLevel: 62HP: 12,600 (Normal) / 50,400 (Reboot) EXP: 256 (Normal) / 614 (Reboot) Alternative maps: Riena Strait [Theme Dungeon] Level 60-70 for a long time. Because of the map's popularity, it can be difficult to find a map for yourself if you're on a popular server or on the Reboot server. If you can't find a channel for yourself, you can go to the next map, Swamp: Humid Swamp, where you can also fight Copper Drakes. As Silent SWamp is such a good training spot, many players go train there before level 60 if their character is strong. Some players also choose to stay till level 75 instead of level 70. Map: Swamp: Silent SwampMob: Copper DrakeLevel: 66HP: 16,000 (Normal) / 64,000 (Reboot)EXP: 302 (Normal) / 724 (Reboot) Alternative maps: Sleepywood: Sunless Area (Drake) Level 70, head to Orbis: Stairway to the Sky I, located in Orbis. Here, you'll find three different kitten mobs on a map consisting of five platforms. The bottom platform on the map has two cloud springers, which you can use to jump all the way to the top platform and then jumping back up to the top. The spawn rate is very good on this map, ensuring there are always mob to defeat. To get to this map, head to Orbis, take the portal in the middle of the town on the right side, and then use the world map or use directions to get the rest of the way. Map: Orbis: Stairway to the Sky IMob: CellionLevel: 71HP: 22,000 (Normal) / 99,000 (Reboot)EXP: 382 (Normal) / 955 (Reboot)Mob: GrupinLevel: 71HP: 22,000 (Normal) / 99,000 (Reboot)EXP: 382 (Normal) / 955 (Reboot)Mob: LionerLevel: 71HP: 22,000 (Normal) / 955 (Reboot)EXP: 382 (Normal) / 955 (Reboot)EXP: 382 (Normal) / 955 (Reboot)EXP: 382 (Normal) / 97,000 (Reboot)EXP: 382 (Normal) / 955 (Reboot)EXP: 382 (Normal) be training against White Fangs that spawn on three platforms with a teleport on the bottom one. Once again, you can farm this map efficiently by clearing one platform at a time starting from the top, and then teleport back up to the top once you've cleared the bottom one. You should stay here until level 85, as this map is incredible for leveling. You can get directly to this map by taking the Danger Zone Taxi in El Nath to Ice Valley II. Map: Ice Valley II. Map: Ice Valley II. Map: Ice Valley II. Map: Shaft 4 (Guard Robot L) Level 85-100 Once you reach level 85, you should head to Sunset Road: Sahel 2 in Nihal Desert. You'll be staying here for a while fighting Sand Rats and Scorpions, as it is one of the best places to train until you reach level 100. Mobs only spawn on the bottom platform on this map, which is completely flat and extends from one side of the map to the other. This map's structure makes it very easy to farm here, especially if you have an AoE skill you can use while moving or a rush skill. You can get to this map by walking two maps to the left from the portal in the middle of Magatia. Map: Sunset Road: Sahel 2Mob: Sand RatLevel: 89HP: 86,000 (Normal) / 387,000 (Reboot)EXP: 1,145 (Normal) / 2,862 (Reboot)Mob: ScorpionLevel: 90HP: 90,000 (Normal) / 405,000 (Reboot)EXP: 1,188 (Normal) / 2,970 (Reboot) Alternative maps: Alcadno Research Institute Lab - Area B-3 (Iron Mutae) Alcadno Research Institute Lab - Area C-2 (Roid and Neo Huroid) Ellin Forest: Southern Region of Mossy Tree Forest 1 (Tree Rod) Level 100, you unlock Normal Zakum, which is a fairly easy boss to solo at this level, even if you don't have any upgraded gear or link skills/legion buffs. To get to Normal Zakum, you can either speak to your instructor in El Nath, the same as when you do Easy Zakum or use the boss menu. Be sure to pick up a rune before taking on Zakum, as this will ensure you level up a lot from just one run. You should reach at least level 105 by defeating Normal Zakum at level 100 if you activate a rune prior to your run and can take out the arms fairly quickly. If your character is utilizing the burning event, you'll be much higher level after that one run. Map: Final Mission: Zakum's AltarMob: Normal Zakum [Boss]Level: 110HP: Arms - 700,000 each / Body - 7,000,000 EXP: Arms - 44,800-67,200 each / Body - 700,000 each / Body - 70 360,340 Alternative maps: Minar Forest Sky Nest 3 (Blood Harp) Level 105-115 Blood Harps at Minar Forest Sky Nest 3 in Leafre is the first training spot you'll be training at where you have to meet a star force requirement. A star force requirement is the number of star force requirement is the number of star force requirement. if you're wearing a hat with 4 star force enhancements and a glove with 3 star force enhancements, your total star force power is 7. If you don't have the required star force power or more for a given map, then you'll do significantly less damage to the mobs on that map. When you do, however, meet the requirement, you'll get way more EXP from the mobs that require you to have a specific amount of star force maps. To get star force enhancements on your items, upgrade them with spell trace scrolls until they have no more slots. This can be done through the "Enhance a piece of

equipment" button in your equip inventory. Once they run out of slots, you can further upgrade the item with star force enhancements, which increases EXP gained up to 100%. To maximize your EXP gain, be sure to change channel until you find a map with a 100% burning stage EXP bonus. To get to this map, head to Leafre, take the Danger Zone Taxi to Entrance to Dragon Forest, go through the portal on the left, and then use the world map or use directions to get the rest of the way. Map: Minar Forest Sky Nest 3Star Force Requirement: 5 StarsMob: Blood Harp (Star Force) Level: 107HP: 904,550 (Normal) / 7,398 (Reboot) EXP: 6,165 (Normal) / 7,398 (Normal) / sure to use both of these daily entrances as the dungeon gives great EXP. On Reboot, you can purchase more tickets for mesos while additional tickets on normal servers cost NX. Level 115-125 Hidden Street Unbalanced Time is another hidden map located in Ludibrium. At this map, you'll find Dual Ghost Pirates in abundance, making this map incredible for training. The map itself is built very well for training with several platforms and a teleporter at the bottom that takes you back to the top of the map, and enter the orange portal on the far right side. Map: Hidden Street Unbalanced TimeStar Force Requirement. 26 StarsMob: Dual Ghost Pirate (Star Force) Level: 119HP: 2,186,175 (Normal) / 3,279,262 (Reboot) EXP: 10,530 (Normal) / 12,636 (Reboot) Alternative maps: From level 125-135 Bains at El Nath The Cave of Trials III in El Nath is a great map to train at from level 125-135. The spawn here is excellent, the EXP per mob is high, and there is a convenient teleporter on the right side of the map. To quickly get to this map, head to El Nath, speak to your instructor at the Chief's Residence, and ask them to send you to Zakum. The map is located just one map to the left of the Zakum entrance map. Map: El Nath The Cave of Trials IIIStar Force Requirement: 55 StarsMob: Bain (Star Force) Level: 136HP: 4,578,750 (Normal) / 6,868,125 (Reboot) Alternative maps: From level 130, you unlock Easy Horntail, another boss that is great for leveling. Level 135-145 From level 135-145 From level 135 to 145, our recommended training spot is Minar Forest Black Wyvern's Nest in Leafre. At this map, you'll find a bunch of Dark Wyverns, which give a good chunk of EXP per mob. This map is quite large with several platforms, forcing you to move around a bit. The spawn rate is also very good on this map. To get here, take the Danger Zone Taxi to Entrance to Dragon Nest from Leafre, and navigate the rest of the way by using the world map. Map: Minar Force Requirement: 65 StarsMob: Dark Wyvern (Star Force) Level: 141HP: 5,671,500 (Normal) / 8,507,250 (Reboot) EXP: 22,782 (Normal) / 27,338 (Reboot) Alternative maps: Korean Folk Town: Goblin House (Yellow King Goblin) At level 135, you unlock Normal Horntail is, however, quite difficult to beat at this level if you don't have some decent gear and a strong character. Level 145-155 Once you reach level 145, head a bit deeper into Minar Forest till you reach Minar Forest The Dragon Nest Left Behind 2. Here, you'll encounter both Skelosauruses and Skelegons. Mobs at this point begin to scale up their HP quite quickly, so you'll probably notice that mobs take a little longer to take down. The EXP these mobs give is, however, also bumped up quite a bit, making this one of the best places to train from level 145 to 155. The structure of the map and the incredible spawn rate makes it well suited for training. You can get to this map by taking the Panger Zone Taxi from Leafre to Entrance to Dragon Nest Left Behind 2Star Force Requirement: 70 StarsMob: Skelosaurus (Star Force)Level: 153HP: 9,126,000 (Normal) / 13,689,000 (Reboot)EXP: 33,882 (Normal) / 33,069 (Reboot) Alternative maps: Kerning Tower: 6F Hair Salons (Peeved Perm Machine) [No Star Force] Kerning Tower: 2F Cafe (Enraged Espresso Machine) [80 Star Force] Level 155-165. At this map, you'll be fighting Chief Oblivion Guardian, Oblivion Guardian, oblivion Guardian, and Eye of Time. Because this map is so good to train at, some players choose to stay here until level 170 instead of 165. If you have a Hyper Teleport Rock, you can teleport Rock, you need to complete some of the Pink Bean prequests that will take you through Temple of Time. Keep completing these quests until you can access Time Lane Detour to Oblivion 4. You have to complete Pink Bean prequests at some point, so it's not a waste of time, go to Leafre, go to the Leafre Station, speak to Corba at the top of the map, and fly all the way to the right. Once you're at Temple of Time, speak to Temple Keeper to get started with the Pink Bean prequests. Map: Time Lane Detour to Oblivion 4Star Force) Level: 164HP: 19,906,000 (Normal & Reboot) EXP: 51,894 (Normal & Reboot) Wob: Oblivion Guardian (Star Force) Level: 164HP: 19,906,000 (Normal & Reboot) EXP: 51,894 (Normal & Reboot) EX Reboot)Mob: Eye of Time (Star Force)Level: 160HP: 16,896,000 (Normal) / 25,344,000 (Reboot)EXP: 45,123 (Normal) / 54,147 (Reboot) Alternative maps: Kerning Tower: 6F Hair Salons (Harried Hair Roller) [80 Star Force]Ravaged Forest: Hill North of Henesys Ruins (Mutant Slime) [No Star Force] Level 165-170 When you reach level 165, head to Knight Stronghold Armory 2 in Henesys Ruins. At this map, you'll be fighting Official Knight E and Official Kn Gate to The Future in Temple of Time. Once in Henesys Ruins, speak to Chief Alex and complete the two quests "Scouting the Stronghold armory 2. Map: Knight Stronghol Force)Level: 176HP: 30,380,000 (Normal) / 45,570,000 (Reboot)EXP: 70,485 (Normal) / 84,582 (Reboot)Mob: Official Knight D (Star Force)Level: 174HP: 28,482,000 (Normal) / 42,723,000 (Reboot)EXP: 70,485 (Normal) / 89,492 (Reboot)EXP: 70,485 (Normal) / 84,582 (Reboot)EXP: 70,485 (Normal) / 82,570,000 (Normal) Luxury Saucers at Inside the Mothership Corridor H03 in Omega Sector are amazing mobs to train at from level 170-185. The map itself is very compact with only a few platforms but great spawn, enabling you to take out the entire all mobs on the map quickly. Even though this map is also a star force map like the previous one, the mobs here only have slighter more HP while giving significantly more EXP. Some players only stay at this map, head to Omega Sector, then go through the portal on the far left, keep going until you get to Boswell Field IV, use the Intergalactic Transmitter at the top, and walk the rest of the way through the Mothership Corridor H03Star Force Requirement: 140 StarsMob: Gray Luxury Saucer (Star Force)Level: 180HP: 34,344,000 (Normal) / 51,516,000 (Reboot)EXP: 74,577 (Normal) / 89,492 (Reboot) Alternative maps: Kingdom Road Corrupted Basic Magician) [No Star Force] Level 185, you should head to Sinister Rocky Masks at Twilight Perion: Forsaken Excavation Site 2. The spawn rate and the number of mobs on this map are incredible, making it the best map to train at level 185-200. As the mobs here do a bit of damage, you might want to upgrade your gear a bit if you're struggling against stronger mobs. Sinister Rocky Masks gives a high amount of EXP, which, paired with the incredible spawn on this map, makes the map crowded so it can be difficult to find a free channel. If you can't find a channel without anyone else, you can check out the two surrounding maps. These are very good as well. To get to this map, go to Henesys Ruins through Temple of Time and follow the world map or use directions. Map: Twilight Perion: Forsaken Excavation Site 2Star Force Requirement: No requirement Mob: Sinister Rocky MaskLevel: 195HP: 12,632,600 (Normal) / 63,163,000 (Reboot) EXP: 59,075 (Normal) / 159,502 (Reboot) Alternative maps: Twilight Perion: Warrior Grounds (Ancient Mixed Golem) [No Star Force] Level 200-210 Once you reach level 200 in Maplestory, you gain access to the Arcane River, where all end-game leveling will occur. The Arcane River features a system similar to Star Force where you need a specific amount of Arcane River system, you should not train at a map that has a higher Arcane Force requirement that what you currently have. If you don't meet the Arcane Force requirement of a training spot we're recommending, then look for another one nearby where you do meet the requirement. If you have at least 150% of a map's required amount of Arcane Force, then you will deal significantly more damage to mobs on that map, and you will only take one damage from those mobs. You can use this bonus to your advantage if you're playing a class with low HP and poor defenses or if you have trouble surviving in general. From level 200 to 210, you'll be staying the Vanishing Journey of the Arcane River. The best training spot when you start out training here is at Lake of Oblivion: Weathered Land of Rage, where you'll be fighting Raging Erdas. To get to the Arcane River, go through the Gate of the Present and use the world map once you've completed the initial Arcane Force Requirement: 30 Arcane ForceMob: Raging ErdaLevel: 201HP: 46,056,000 (Normal) / 110,534,400 (Reboot) EXP: 101,389 (Normal) / 233,194 (Reboot) What map you should train in the Arcane Force than level, which is why we've changed the alternative maps section to "Move to these maps when you have enough Arcane Force than level, which is why we've changed the alternative maps section to "Move to these maps when you have enough Arcane Force than level, which is why we've changed the alternative maps section to "Move to these maps when you have enough Arcane Force than level, which is why we've changed the alternative maps section to "Move to these maps when you have enough Arcane Force than level, which is why we've changed the alternative maps section to "Move to these maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is why we've changed the alternative maps when you have enough Arcane Force than level, which is which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have enough Arcane Force than level, which is a second to the alternative map when you have a second to the alternative map when you have a second to the alternative ma Cave Path 2 (Tranguil Erda) [60 Arcane Force] Extinction Zone: Hidden Fire Zone (Soulful Erda) [80 Arcane Force] Level 210-220 Chu Chu Island is the next area in the Arcane River. You should train at Slurpy Forest: Slurpy Forest Depths, which has an awesome spawn of Angry Flyons and Ripe Wolfruit. To get to Chu Chu Island, you have to complete the storyline quests for Vanishing Journey, the first area in the Arcane Force Requirement: 100 Arcane Force Requirement: 129,519,600 (Normal) / 271,991,160 (Reboot)EXP: 265,808 (Normal) / 611,358 (Reboot) Mob: Ripe WolfruitLevel: 213HP: 129,519,600 (Normal) / 271,991,160 (Reboot) Exp: 265,808 (Normal) / 611,358 (Reboot) Move to this map when you have enough Arcane Force; Eree Valley: Torrent Zone 1 (Green Catfish, Blue Catfish) [130 Arcane Force] Level 220-225 Lachelein Night Market: Chicken Festival 2 in Lachelein is a great training spot from level 220 to 225. At this map, you'll be taking out Galluses that give plenty of EXP. This map is very flat, with the only three platforms being the exact same height vertically. Training at Lachelein Night Market: Chicken Festival 2 is very easy because of the map structure. To get to Lachelein, you have to complete the storyline quests in Chu Chu Island. Map: Lachelein Night Market: Chicken Festival 2Arcane Force Requirement: 210 Arcane Force Mob: GallusLevel: 222HP: 197,219,720 (Normal) / 741,687 (Reboot) Move to this map when you have enough Arcane Force: Lachelein Clocktower: Nightmare Clocktower: 270 Arcane Force Requirement: 210 Arcane Force Requirement: (Dreamkeeper) [240 Arcane Force] Level 225-240 Arcane is the next area you unlock in the Arcane River following Lachelein. Because maps in Arcana are such good places to train at, most players choose to skip the next area, Morass, entirely, except for the quests you have to complete there. The reason why most players skip Morass is that the maps there are built inconveniently for training at is at Earth Spirits in Arcana maps. The Forest of EarthArcane Force Requirement: 280 Arcane ForceMob: Earth SpiritLevel: 232HP: 270,291,200 (Normal) / 459,495,040 (Reboot) Move to this map when you have enough Arcane Force: Arcana: Cavern Lower Path (Befuddled Spirit) [360 Arcane Force] Level 240-250 As covered in the previous section, we recommend you skip Morass entirely and instead start training in Esfera, you should train at Aranyas in Esfera, however, you do have to complete storyline quests in Morass as usual. Once you make it to Esfera, however, you do have to complete storyline quests in Morass as usual. Once you make it to Esfera, however, you do have to complete storyline quests in Morass as usual. Sea 2Arcane Force Requirement: 600 Arcane ForceMob: AranyaLevel: 244HP: 431,142,000 (Normal) / 732,941,400 (Reboot) EXP: 509,964 (Normal) / 1,172,917 (Reboot) A lot of players stay at this map till level 250. If you're looking for another great map for this range, then check out: Esfera: Mirror-touched Sea 7 (Keeper of Darkness) [600 Arcane Force] Level 250-255 Before you can go to the best training spots in the game, which are located in Limina, you have to reach level 255. To get from level 250 to 255, we recommend you train at Tenebris: Labyrinth of Suffering Interior 5. This map is full of mobs that give good EXP, making it the preferred map for most players till they get to 255. Before you can enter the Labyrinth of Suffering Where this map is located, you have to complete storyline guests in Moonbridge, If you have to complete storyline guests in Esfera. Map: Tenebris: Labyrinth of Suffering Interior 5Arcane Force Requirement: 760 Arcane Force Mob: Dark MiscreationLevel: 244HP: 591,261,000 (Normal) / 1,005,143,700 (Reboot)EXP: 640,971 (Normal) / 1,474,233 (Reboot) Level 255-275 Now that you're level 255, you can go to the best training spots in the game located in Limina. To get to Limina, you have to complete storyline quests in Labyrinth of Suffering. There are several great maps to training at Limina maps till you hit level 275, you might want to train at different maps in Limina just to make things more diverse. If you have no problem training at the same map for a long time, then stick with Limina: End of the World 1-5. The spawn rate and the number of mobs on this map are excellent, and the mobs give a ton of EXP. Map: Limina: End of the World 1-5Arcane Force Requirement: 880 Arcane Force Mob: AscendionLevel: 262HP: 655,470,200 (Normal) 1,114,299,340 (Reboot)EXP: 700,242 (Normal) / 1,610,556 (Reboot)Mob: ForeberionLevel: 263HP: 666,329,400 (Normal) / 1,633,278 (Reboot)EXP: 710,121 (Normal) / 1,633,278 (Normal) section below

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