Maplestory Daily/Weekly

~A checklist of daily and weekly tasks to complete~

- [ ] Many of the tasks don't need consistent clearing once you obtain all the rewards
- [ ] ····· Separates the optional tasks below them
- [ ] * = Complete hardest difficulty you can efficiently clear
- [ ] If there is no difficulty or asterisk before a boss, clear normal

Daily Bossing (Reset 12AM UTC)

- [ ] Guild Contribution Cap (4 Ra + 1 Mag)
- [ ] Pet Boss (2 *Hilla)
- [ ] Meso Boss (2 Zak + 2 *HT + 1 *PB)
- [ ] Gollux (2 No Heads + 1 *Head Clear)
- [ ] ································
- [ ] Extra Boss (1 EMag)
- [ ] Extra Boss (2 NRanmaru + 1 Hard)
- [ ] Extra Boss (1 Easy + 1 NArk)
- [ ] Theme/Other Bosses

Daily Questing/Partying (Reset 12AM UTC)

- [ ] Monster Exploration
- [ ] Arcane VJ Daily (5 Quests)
- [ ] Arcane Chu Daily (3 PQ Runs)
- [ ] Commerci Daily (3 PQ Runs)
- [ ] Legion Daily (2 Quests + Collect)
- [ ] Scrapyard Daily (5 Quests)
- [ ] Dark World Tree Daily (3 Quests)
- [ ] Kritias Daily (5 Quests)
- [ ] ···························
- [ ] Kritias Invasion (8AM-10PM UTC)
- [ ] Event Drop (DIPQ / Evo Lab)
- [ ] Event Quest (Exclusive Events)

- [ ] Monster Park (2 Runs per account)
- [ ] Commerci Solo Voyage (100 Energy)
- [ ] Maple RP Daily (3k cap per account)

Mule Dailies (Reset 12AM UTC)

- [ ] Leveling Boss (2 Zakum)
- [ ] Pet Boss (2 Hilla)
- [ ] ······························
- [ ] Event Drop (DIPQ / Evo Lab)
- [ ] Event Quest (Exclusive Events)
- [ ] Monster Park (2 Runs per account)
- [ ] Maple RP Daily (3k cap per account)

Mule Weekly (Reset Sunday 11:30PM UTC)

- [ ] Level Link/Legion Mule
- [ ] Meso Farm
- [ ] ·····························
- [ ] Dojo (Clear 1st Floor for points)

Weekly Bossing/Questing/Partying (Reset Thursday 12AM UTC)

- [ ] *Lucid (1 Clear)
- [ ] *Damien (1 Clear)
- [ ] *Lotus (1 Clear)
- [ ] Hard Magnus (1 Clear)
- [ ] Chaos Vellum (1 Clear)
- [ ] Chaos Von Bon (1 Clear)
- [ ] Chaos Pierre (1 Clear)
- [ ] Chaos Crimson Queen (1 Clear)
- [ ] *Dojo (Points Reset Saturday 11:30PM UTC)
- [ ] ·····························
- [ ] Normal Cygnus (2 Clears)
- [ ] Easy Cygnus (1 Clear)