

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)
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- 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)
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- 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)
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- 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
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- 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)
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- Normal Cygnus (2 Clears)
- Easy Cygnus (1 Clear)

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