

HELL GARDEN GUIDE

1 MAP AND QUEST COMPOSITION

The map of Hell Garden consists of 10 main floors, 4 towers in each main floor, and 10 floors within each tower. Monsters' difficulty increases as you move up to higher floors.

The quest is divided into 3 phases: acquisition of Hell Garden entrance key, tower penetration hunting, and clearing Hell Garden main floors. Accomplishing each phase will follow appropriate compensation.

QUEST CLASSIFICATION

Hunting for Entrance Key

Clearing the Towers

Clearing Hell Garden Floors

SUMMARY

Four towers are constructed by strong magical power with black bramble seed of Gilles de Rais. Acquire an entrance key in order to access any of the following towers: **Nigredo**, **Albedo**, **Desperado**, and **Rubedo**

Clear all 10 floors within the accessed tower by defeating powerful monsters and bosses from each tower floor. Monster bosses are located on the 5th and 10th floor of the tower. When all tower floors are cleared, as a reward, each player in the party will get **2 Seeds at certain probability** and **2 Hell Garden Crosses**.

Complete 4 crosses and exchange it to the crystal ball to be allowed to move to the upper floors of Hell Garden. (Example: exchange 4 Crosses of Defiance from HG1 to be allowed to move to HG2). However, **this rule is applicable for floors HG1 to HG5 only and does not apply to floors HG6 to HG10**.

The crosses once traded will give a reward item, while the seeds are collected at a specific amount to be traded for more reward items.

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WHAT DO YOU NEED?

PT

1) A Party of 2-6 Players

You have to be in a party (PT) to enter the Hell Garden towers.

LVL

2) Levels 151 and up only

Each player in the PT must be 151 Levels (Horus) and above.

2M

3) Bring Game Cash or a Hell Garden Ticket

Each player in the PT needs to have 2.000.000 (2 Million) game money or a Hell Garden Ticket.



PLAYER'S GUIDE
DKLEGEND
DKLEGEND

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3 GETTING INSIDE THERE

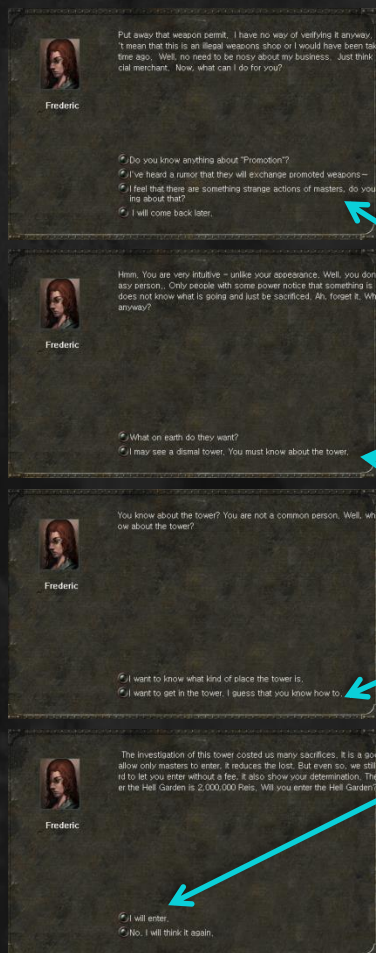
3A. How to Access from **Slayers**

ACCESS POINT: **NPC Frederic**
Location: **Perona SW Safe Zone**

Click **Frederic**. You will go through 4 successive windows. Choose the following respectively:

- 1) I feel that there are some strange actions of masters, do you know something about that?
- 2) I may see a dismal tower. You must know about the tower.
- 3) I want to get in the tower. I guess that you know how to.
- 4) I will enter.

The last option will finally bring you inside the Hell Garden First floor.



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3 GETTING INSIDE THERE

3B. How to Access from **Vampires**

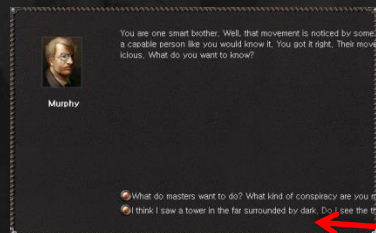
ACCESS POINT: **NPC Murphy**
Location: **Perona NE Safe Zone**

Click **Murphy**. You will go through 4 successive windows. Choose the following respectively:

- 1) I heard that there are some strange actions of masters, I think you know about that.
- 2) I think I saw a tower in the far surrounded by dark. Do I see the thing right?
- 3) I want to get in the tower and see how it looks like with my bare eyes. I cannot stand curiosity ~ A man like you would know a way?

- 4) Yes, I will enter.

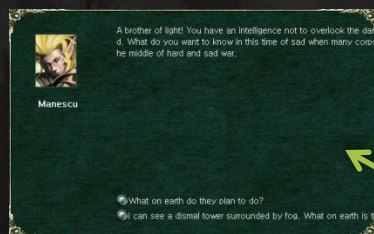
The last option will finally bring you inside the Hell Garden First floor.



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3 GETTING INSIDE THERE

3C. How to Access from **Ousters**



ACCESS POINT: **NPC Manescu**
Location: **Perona NW Safe Zone**

Click **Manescu**. You will go through 4 successive windows. Choose the following respectively:

- 1) Mr. Manescu, I feel that sickening Vampire masters are moving in darkness. Could you tell me about that?
- 2) I can see a dismal tower surrounded by fog. What on earth is that?
- 3) I want to get in the tower. Do you know how?
- 4) Yes, I will enter.

The last option will finally bring you inside the Hell Garden First floor.



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HELL GARDEN RULES AND PROCEDURES

- A. After accessing the Hell Garden through designated NPC from each race's Perona, you will be teleported to a safety zone that has a **Crystal Ball NPC** at the center.
- B. Acquire a **Hell Garden Tower Key** by hunting the key holder monster from the grounds of Hell Garden. The **key has a limit of one hour** before it expires and disappears after log out.
- C. The key holder monster which drops the entrance key **respawns every 15 minutes** after their death.
- D. Player cannot drop, exchange, or sell the Hell Garden key.
- E. Party members of the player who holds the key are allowed to go inside the chosen tower after it is opened by the owner of the key.
- F. Once the key owner enters the tower, other party members will have **30 seconds** delay to get in.
- G. If a party is already inside a certain tower, you will not be able to enter that tower until the party inside clears the monsters and bosses on all 10 floors from that tower.



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HELL GARDEN RULES AND PROCEDURES

~continuation

- F. If you log out or die during the tower's monster hunt, you will be moved to your resurrection point outside Hell Garden.
- G. If you don't clear monsters inside a floor of a tower within the 6 minutes allotted for each floor, you will be forced to move to Hell Garden Safety Zone.
- H. The following skills are **not allowed** inside Hell Garden: Love Chain, Soul Chain, Freeze Ring, Curse of Blood, and Mist of Soul.
- I. Teleportation items (bikes, bats, and sylphs) can be used inside the Hell Garden main floor grounds but not inside the towers.
- J. The Hell Garden Seeds and Crosses cannot be traded, sold, dropped, or placed inside the storage.



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THE HELL GARDEN ENTRANCE KEYS

Rate and Time: **100%** , **1 hour limited**

HG FLOOR	KEY	KEY MONSTERS
1 st Floor	 Key of Hell Garden	Red Eye
2 nd Floor	 Key of Foresight	Dark Screamer
3 rd Floor	 Key of Mind's Eye	Dark Haze
4 th Floor	 Key Guard	Lich Jei
5 th Floor	 Key of Silence	Ash Barlog
6 th Floor	 Key of Abyss	Paimon
7 th Floor	 Key of Chaos	Paluce
8 th Floor	 Key of Oblivion	Clavie
9 th Floor	 Key of Circulation	Mihai
10 th Floor	 Key of Voidness	Agony Child

Nigredo 1F













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THE HELL GARDEN COMPENSATIONS

5A. Crosses

Exchangeable Quantity: 4 pieces

HG FLOOR	CROSS NAME	REWARD ITEM
1 st Floor	 Cross of Defiance	Random one or two option high-grade item.
2 nd Floor	 Cross of Foresight	
3 rd Floor	 Cross of Mind's Eye	
4 th Floor	 Cross Guard	
5 th Floor	 Cross of Silence	
6 th Floor	 Cross of Abyss	Random Nut Class Article
7 th Floor	 Cross of Chaos	Random Geb Class Article
8 th Floor	 Cross of Oblivion	Random Shu Class Coat/Armor Article
9 th Floor	 Cross of Circulation	Random Shu Class Weapon Article
10 th Floor	 Cross of Voidness	Random Shu Class Accessory Article













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THE HELL GARDEN COMPENSATIONS

5B. Seeds

Exchangeable Quantity: **Ninety (90) pieces**

HG FLOOR	SEED NAME	REWARD ITEM
1 st Floor	 Seed of Hell Garden	Contract of Hell Garden
2 nd Floor	 Seed of Foresight	Contract of Foresight
3 rd Floor	 Seed of Mind's Eye	Contract of Mind's Eye
4 th Floor	 Seed Guard	Ring of Hell Garden
5 th Floor	 Seed of Silence	Necklace of Hell Garden
6 th Floor	 Seed of Abyss	Contract of Abyss/ Cue of Hell Garden Green or Blue
7 th Floor	 Seed of Chaos	Contract of Chaos/ Cue of Hell Garden Black or Red
8 th Floor	 Seed of Oblivion	Contract of Oblivion/ Darkness of Lilith
9 th Floor	 Seed of Circulation	Glare of Lilith
10 th Floor	 Seed of Voidness	Pact of Hell Garden's Ruler



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6 OPTIONS OF REWARD ITEMS

6A. Contracts

Contracts are **worn on the right side of the inventory** in order to activate its options.

These items cannot be dropped, traded to another character, or displayed on store.

CONTRACT NAME	OPTIONS
Contract of Hell Garden	All Attributes +2
Contract of Foresight	All Attributes +2; All Resistance +5
Contract of Mind's Eye	All Attributes +3; All Resistance +5
Contract of Abyss	All Attributes +3; All Resistance +7, HP Steal +3; HP +200
Contract of Chaos	All Attributes +6; All Resistance +11, HP Steal +6; HP +300
Contract of Oblivion	All Attributes +9; All Resistance +17, HP Steal +9; HP +500

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6 OPTIONS OF REWARD ITEMS

6B. Cues

Cues are **worn over bracelets (rings for ousters)** and **need to be in color combination** to activate its options. (Example: combine Red and Black Cue to activate All Attributes+9 from Red and the Physical Damage+12 from Black.)

A **Blue Crystal** can be used on this item in order to get additional random two options.

CUE NAME	OPTIONS	SET OPTIONS
Hell Garden Cue Blue	INT +15	Magical Damage +12
Hell Garden Cue Green	DEX +15	HP + 500
Hell Garden Cue Red	STR +15	All Attributes +9
Hell Garden Cue Black	DMG +15	Physical Damage +12

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6 OPTIONS OF REWARD ITEMS

6C. Armour Zaps

These are special zaps worn over on **Info**, **Toad**, **Mask**, **Tattoo**, **Fascia** and **Gloves**.

ZAP NAME	OPTIONS	SET OPTIONS
Darkness of Lilith	Magical Damage +15	HP +500
Glare of Lilith	Physical Damage +15	Reduce Damage +6%

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6 OPTIONS OF REWARD ITEMS

6D. Accessory Items

Hell Garden Ring, Necklace and the Pact of Hell garden's Ruler cannot be traded to another character.

ITEM NAME	TYPE	OPTIONS
Necklace of Hell Garden	Necklace	All Attributes+3;HP Steal+4
Ring of Hell Garden	Ring	All Attributes+3;HP Steal+4
Pact of Hell Garden's Ruler	Ring	HP+200; HP Steal+7; All attributes+7 OR HP+300; HP Steal+10; All attributes+10 OR HP+500; HP Steal+15; All attributes+20