Dark Eden
LEGEND

DARKEDEN LEGEND GUIDES

GAME GUIDES

ABSOLUTE

BEGINNER'S GUIDE

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Dark Eden Legend Team

Welcome to Dark Eden Legend

Welcome to our absolute beginner's guide for Dark Eden Legend, in this guide we'll cover the fundamental basics of how Dark Eden Legend is played.

Whether you're thinking about playing the game, just downloaded it, or still learning the ropes, this guide is for you!

Dark Eden Legend Team

1. What is Dark Eden Legend ?

Dark Eden Legend is a Massive Multiplayer Online Role-player Game, also known as a MMORPG.

Developed and published by SOFTON. The game has a horror theme based on a war between Humans (Slayers), Vampires and Ousters in a region called Helea located in a fictional country of Eastern Europe known as Eslania.

The original version of the game, and the most advanced one, is the Korean one from which several other versions have been derived from such as the Japanese, Chinese, Thai and International versions.

Dark Eden Legend is an International Private version server launched on October 2009 by a small team of DarkEden fan players who wanted to bring the amazing adventures in this horror themed game to the global world after the closure of the International Softon Version.

2. Story of Dark Eden

Vlad Tepes, Elizabeth Bathory, and Gilles de Rais, three of the twelve master vampires, form an alliance and enter the mountainous area of Helea, killing every person they find. They then attempt to awaken Lilith, the mother of all vampires, so that they can have her power. Opening her tomb does not awaken her, but it does create a cloud over Helea that blocks the sun, making Helea a dark eden for vampires.

The human world responded by isolating the region and sending in their militaries to try to rid the area of vampires.

The master vampires soon discover that the only way to gain the power they seek is to search for the pieces of Lilith's soul, which were scattered about the area of Helea. Unwilling to share this power, they break their alliance and begin a civil war.

Later, an ancient race of people known as the Ousters awakens from their long sleep and are shocked to see what the vampires and humans have done to Helea. They begin to attempt to wipe them from the area.

3. Dark Eden Legend Features

3.1 Unique Subject And Genre

Unlike other MMORPGs, this game takes place in a near-future environment with vampires as its unique subject. A modem horror fantasy environment has been constructed with a mix of classic Asian fantasy, medieval fantasy, and sci-fi.

3.2. Racial Conflicts Based On Powerful Plot

You can freely choose one of the three contesting races - Vampires, Slayers, and Ousters. Minor territorial conflicts naturally cause small battles between the three races. In the Holy Land of Adam, large-scale warfare between the races and siege between guilds take place, with integral elements of strategy.

3.3. Time Influence

The night and day cycle not only affects the vision of the characters or the change in the environments, but has different effects on different races. While vampires are more powerful at night, the Slayers and the Ousters become relatively more powerful during the day.

3.4. Rank System

A rank system has been separately implemented from the level system. For every rank you achieve, you can selectively learn rank skills depending on your race and class.

3.5. Diverse Skills

Slayers, Vampires and Ousters can use about 100 different skills and magic and learn different passive skills according to the rank, class and level of the character.

3. Dark Eden Legend Features

3.6. Pets System

In Dark Eden Legend, you can acquire multiple types of Pets (you can use only one at a time), pets have their own levels and ranks system. At higher stages, pets are not only companions that will help you loot but they will also be helping you through your fights against other races.

3.7. War System

Join the everlasting Wars between Slayers, Vampires and Ousters in order to put your hands on the twelve Blood Bibles that give you amazing bonuses that help you strengthen your character in battles.

3.8. Online Rewarding System

In Dark Eden Legend you can farm free Ancient Coins by playing and staying online in-game at a certain level (Ancient Coin is the main currency for Dark Eden Legend, 1 Ancient Coin can be exchanged for 5 Market Points in the website and vice versa).

3.9. Tournaments

What's better about MMORPGs than Tournaments? In Dark Eden Legend you can join weekly Automatic Tournaments called the Pyramid Tournament and prepare yourself for the Biggest Tournament held every year by the GMs; the Excalibur Tournament. Other types of tournaments are organized once in a while to entertain you and test your PVP skills.

4. Slayers Race

Slayers were formed by E.V.E; "Elite Vampire Exterminators". The title Slayers was formed by the Vampire Race when they realized that an elite number of Human beings were slaying younger Vampires. Slayers are known to almost never be alone.

They seem much weaker when they fight alone, but when grouped with different classes Slayers fight much better and have the ability to work together to eliminate the most dangerous threat in the world of Helena. A group of Slayers is known as "The Unstoppable Force" by Vampires, which is why these predators lure & seduce Slayers to be alone as much as possible.

Slayers Classes:

4.1. Sworders:
Main Attribute: Strength (STR).
They wield a sword in one hand and a shield in the other, they are usually the front line warriors. With quick reflexes, they have the ability to control lightning and a shield to protect them from attacks, they are known to be the most well-rounded Slayers. Sworders are usually on the front lines of battles directing & protecting their groups.

4.2. Bladers:
Main Attribute: Strength (STR).
They wield two-handed blade, Bladers have the ability to make every attack count because the damage & effectiveness of the attack is so high. They stand in the front lines ready to take on any challenge. They are found to be in the front lines alongside the Sworders, making up for the Damage.

4. Slayers Race

4.3. Gunners:

Main Attribute: Dexterity (DEX)

At high levels, they wield two types of Guns (ARs and SRs) (They are able to use Shotguns and Submachine Guns at low levels) . E.V.E started off with this very class. They are the foundation of the Slayers army. Gunners are the marksmen of the Slayer Race, and have the ability to use powerful Guns. They are found at the back of the combat lines shooting their enemies from a long distance with deadly force, speed & accuracy and with enough cover to protect them from their fragility.

4.4. Healer:

Main Attribute: Intelligence (INT).

They wield a Cross. Healers are saints blessed with magical powers discovered by the powerful sages who worked with E.V.E. They have the ability to give life to dead Slayers, resist & cure all sorts of demonic curses, and the ability to support the group by using mystical healing skills and powerful magical spells. Healers are found in the middle lines of combat supporting the back & front lines with magical attacks. They may be found even on front lines alongside the Sworders and the Bladers at advanced stages. Although this class may be powerful, they will almost always depend on others for assistance to attain levels quickly. There are cases where Healers prefer to sacrifice their Intelligence Powers for Strength in order to survive more on the battlefield.

4. Slayers Race

4.5. Enchanter:

Main Attribute: Intelligence (INT).

They wield a Mace, The Descendants of Marlin, Enchanters, are saints blessed with magical powers discovered by the powerful sages who worked with E.V.E organization. They are the ultimate support of all the Slayers. They have the ability to see through the Darkness, Increase Physical Damage, Defense, Protection, and HP & MP while they have an outstanding Magical Damage. Enchanters are found in the middle lines of combat supporting the back & front lines with magical attacks. They are also found soloing most of the time in advanced stages.

> " *A Knight in shining armor is a man who has never had his metal truly tested.* "

5. Vampires Race

Vampires, the unholy beings, multiply day & night and have an outstanding ability to resist the light. Gilles De Rais, Tepes & Bathory, Lords of the Vampires, started infecting Human beings and those who were infected & transformed were off on missions to infect others with demonic blood. Vampires are known to usually be alone most of the time. They have an arsenal of skills to survive the harshest conditions. Vampires do not have souls, and thus, they do not use MP / EP (Ousters MP) instead, they use their own blood. They regenerate their HP at a very rapid rate and can suck the blood from monsters or Humans and Ousters if they need HP, sometimes even from their own race if it's really needed.

Vampires Classes:

5.1. Melee Class:
Main Attribute: Dexterity (DEX).
Gilles De Rais, the Head Lord of the Vampire Council was the ultimate melee vampire. He trained ever since he had a lust for blood and immortality. Through his years of experience, he recognized that the ultimate weapon for a vampire would be their own body. A Melee vampire focuses on using their rage, hatred & pity to eliminate all in their path. These Vampires use basic tactics to overcome their threats and to endure Slayers and Ousters' destructiveness.

5. Vampires Race

5.2. Mage Class:
Main Attribute: Intelligence (INT).
Bathory, the evil witch Vampire had a very fragile body but her soul & thoughts were far more corrupt than anyone else's, and this is what gave her the advantage on the battlefield. Taking advantage of her cursed mind, rituals and spirit she developed the strongest, most fearsome kinds of Magic. She used all kinds of treacherous elements such as Curses, Poisons, Acids, Blood & hell-bound elements to make any Slayer or Ouster in her path flee from the filth & destruction of her fury. Vampires that lusted for blood & destruction followed her path.

5.3. Other Builds:
Main attribute(s): Strength, Intelligence and Dexterity (STR/DEX/INT).
Vampires Race are known for their diversity but they all seek blood to satisfy their thirst. Not all Vampires chose to follow Bathory and Gilles De Rais path, there are other sects of Vampires that can combine both of their styles, or maybe something way different?

> "
> *A vampire may play with his food,*
> *but he never sets it free.*
> "

6. Ousters Race

Ousters were born when peace was found between a Male Slayer & a Female Vampire. This couple grew fond of each other, shared their views of the perfect worlds and went off to leave technology & demonic rituals to find a place of peace & nature. This couple made love and after a while in a cave, the Vampire gave birth to a very unusual relic that resembled a human.

From the shock of the vampire giving birth to an inanimate object, the Slayer ran and was charged with treason and was executed. The female Vampire was left alone with the relic and decided to revert back to her unholy traditions. Right when she was about to cast an unholy spell to seal the cave, the relic radiated with luminous light and exploded into millions of pods with live female fetuses that later grew to be fully developed & powerful women.

The vampire was killed by the explosion & so Ousters were born. Ousters are always outnumbered but the force of nature & superior genetics allows them to become stronger than both slayers & vampires alone. They live up to a promise to bring peace and avenge their parents, even if it means killing other Vampires & Slayers mercilessly with their higher understanding of Elemental Magic & Physical Force.

6. Ousters Race

Ousters Classes:

6.1. Combat Ouster:
Main attribute(s): Strength and/or Dexterity (STR/DEX).
Other Ousters saw how hard it was for their sisters to survive in the wilderness because of their fragile bodies. The Ousters were being outnumbered and overwhelmed by enemies who used weapons & brute force rather than magic. They would be able to survive more & strike accurately to eliminate any threat if Ousters learned to use their nimble bodies to become agile & avoid these attacks. These types of Ousters are the physical force of the Ouster race, they fight swiftly & are usually hard to target because they move so much. With the blessings of the other elements, these ousters can be blessed with other elemental bonuses depending on their Elemental Soul Stone formation.

6.2. Earth Ouster:
Main Attribute: Intelligence (INT).
Ousters who believed in tactics on the battlefield followed the way of Gnome, the Goddess of Soil. These types of ousters use crippling magical & tactical fighting to slow down the enemy, bind them to the earth, or strike them with powerful boulders that weigh tons.

6. Ousters Race

Ousters Classes:

6.3. Fire Ouster:

Main attribute: Intelligence (INT).

Ousters that were born into nature blessed their bodies, minds, and souls with the elements that suited their personalities the best. Fire Ousters are extremely aggressive & impatient like the Fire Goddess, Miga. The burning passion for revenge is like an inferno in their hearts and the rage will never stop for their betrayal from both Vampires & Slayers. Fire Ousters specialize in magical attacks that spread like wildfire & burn their victims mercilessly. These ousters deal the most damage out of all their sisters.

6.4. Water Ouster:

Main Attribute: Intelligence (INT).

These Ousters are born with more conservative & passive personalities that mimic the ways of Nizle, the Goddess of Water & Ice. Water Ousters warm & soothing touch can heal, cure evil curses & revive fallen sisters. When in danger, Water Ouster's soft clear water turns into sharp ice crystals that cut through even the toughest armors.

> *Look deep into nature, and then you will understand everything better.*

7. Gameplay

Dark Eden Legend is a hack-and-slash game, which requires the players to kill hordes of monsters in order to make their character progress.

Dark Eden Legend is oriented toward player versus player. Except for a few safe zones, players can be attacked without any restriction at any moment by other players. There are three different time periods that regulate the battles in Helea, with different circumstances and power dynamics between the races. Daytime, Neutral time and the nighttime when the Vampires race gets stronger.

> *Becoming a vampire means completely changing your identity.*

8. The Jump System

If you want to go from Level 1, know that you will be forced to discover that old and classic stage of Dark Eden by yourself, all you need to do is follow the quests and guides given in-game. Many players chose to go from scratch to learn more about the game mechanics and stories.

But for the players in hurry, don't worry we got you! Dark Eden Legend made it easy for you, you can no longer from level 1 to 201 alone, with this Jump System, we give you the opportunity to discover the advanced stage of Dark Eden.

All you need to do is log in to your account on the website (Of course after creating a new account and log in into the game to create a new character). Once on the website, you can click on the Promotion Icon on your character card, it will let you Jump directly to level 201, don't worry it's all for free!

Done? You can log in in-game now and take the freebies given along this Jump System; 30-days Limited full Gear, Experience items, Skills Books, Dungeons Materials and so much more...

The 30-Days limited Gear can be acquired again if yours is deleted due to the time, similar gears are sold in the website market for a very low Market Points price.

9. The Levels and Ranks

Once level 150, Dark Eden gives different names to the higher levels as follow:

Horus Class 1 = Level 151 (Horus Class 10 = Level 160)
Set Class 1 = Level 161 (Set Class 10 = Level 170)
Ma'at Class 1 = Level 171 (Ma'at Class 10 = Level 180)
Osiris Class 1 = Level 181 (Osiris Class 10 = Level 190)
Thoth Class 1 = Level 191 (Thoth Class 10 = Level 200)
Nut Class 1 = Level 201 (Nut Class 10 = Level 210)
Geb Class 1 = Level 211 (Geb Class 10 = Level 220)
Shu Class 1 = Level 221 (Shu Class 10 = Level 230)
Ra Class 1 = Level 231 (Ra Class 10 = Level 240)
Ptah Class 1 = Level 241 (Ptah Class 10 = Level 250)
Anubis Class 1 = Level 251 (Anubis Class 750 = Level 1000)

Anubis Class 750 (Level 1000) is the Ultimate Maximum Level.

* You can acquire
4 Abilities Points from Horus 1 to Thoth 10 (Level 151 to 200).
5 Abilities Points from Nut 1 to Anubis 350 (Level 201 to 600).
6 Abilities Points starting Anubis 351+ (Level 600+).

10. The Alignment System

The Alignment System represents your character's goodness degree toward your race. When you create a character, its alignment is set to 7.500, and its value changes depending on the player's actions in-game.

Alignment Values	Designation	Character Name Color
-10.000 ~ -7.501	Very Evil	Dark Red
-7.500 ~ -2.501	Evil	Red
-2.500 ~ 2.500	Neutral	Grey
2.501 ~ 7.500	Good	Sky Blue
7.501 ~ 10.000	Very Good	Blue

Your Alignment increases when you:
- Kill monsters or other races.
- Kill your same race with Evil or Very Evil alignment.
- Give game money to the Donation System through NPC.

Your alignment decreases when you:
- Attack your same race with Neutral or higher Alignment.
- The lower level of the person you kill the higher the value decreased from your alignment

10. The Alignment System

Self-Defense System:

The self-defense system occurs during battles between the same races for characters with a neutral or higher alignment.

The self-defense system is given right after someone from your same attacks you for a duration of 5 minutes, during this time, if you kill that player you will not lose any alignment points, but if that player kills you, your Self-defense system time will be increased.

> **Vampire doesn't see his image. Even less in the holy water.**

11. The Blood Bibles

Vampires are seeking to collect all the Blood Bible Fragments to open the way to the race's paradise, Dark Eden while the savior of mankind, the Slayers are doing their best to destroy them and exterminate the vampires' race. But on the other hand, the Nature Protectors, Ousters, are trying to get a hand on those Blood Bibles in the middle of all this blood battlefield to reach peace in Helea finally.

Fame

Your character's fame is vital in terms of how many Blood Bibles slots you can have. Your character have 1 Blood Bible Slot by default.

Fame is obtained by killing monsters. If you want to get high amount of fame, you will need to deal more damage. Generally, any class that shows high damage per each hit tends to have much fame compared to other classes.

Fame is numeral amount of subtract of your damage and the target's last HP

For example : A monster with 10 HP left is killed by a skill that dealt 100 damage ––> The amount of fame you get from this monster is 90 = 100 (Your skill damage) – 10 (Last HP on that monster).

Each class needs a certain value of Fame, here is a table detailing it:

11. The Blood Bibles

Race	Class	Slots Amount	Required fame
Slayers	Enchanter/Healer		100,000
	Gunner/ Sworder / Blader		200,000
Vampire	All classes	2 slots	100,000
Ousters	All classes		30,000
Slayers	Enchanter/Healer		500,000
	Gunner/ Sworder / Blader		1,000,000
Vampire	All classes	3 slots	1,000,000
Ousters	All classes		500,000
Slayers	Enchanter/Healer		2,000,000
	Gunner/ Sworder / Blader		5,000,000
Vampire	All classes	4 slots	5,000,000
Ousters	All classes		3,000,000
Slayers	Enchanter/Healer		4,000,000
	Gunner/ Sworder / Blader		10,000,000
Vampire	All classes	5 slots	10,000,000
Ousters	All classes		7,000,000
Slayers	Enchanter/Healer		60,000,000
	Gunner/ Sworder / Blader		100,000,000
Vampire	All classes	6 slots	200,000,000
Ousters	All classes		50,000,000

11. The Blood Bibles

Blood Bibles Options:

Blood Bible	Castle	Options
Armega	Octavius Castle (Slayers)	MP Steal / EP Steal +60, All Attributes +30
Mihole		Luck +51, Critical Hit +40
Kiro	Quartus Castle (Vampires)	INT+70, Magic Damage +30
Nema		DEX+70, Physical Damage +30
Arosa	Pentanus Castle (Ousters)	HP+5000, All Attributes +30
Chaspa		STR+70, Damage +40
Ini	Septimus Castle (Slayers)	Physical damage+20, Tohit+60
Gregori		Vision+6, All Attributes +30
Concilia	Tertius Castle (Vampires)	All Resistance +100, Defense +100
Legios		Magic Damage +20, INT+30
Hillel	Hexerius Castle (Ousters	Physical Damage Protection +50, Translation
Jave		Magic Damage Protection +50, Critical Hit +50

> " We thought the dragons are gone,
> we were wrong.. "

11. The Blood Bibles

Honor

Your character's Honor is defines your Blood Bible Bonus Options Grade. Honor can be acquired by participating to the Blood Bible Wars every Wednesday and Sunday at 06:00 UTC+0.

The higher your Honor, the more Blood Bible Bonus Options you get up to Grade 6.

Honor Grade	Honor Points
1	6.000 ~ 14.999
2	15.000 ~ 26.999
3	27.000 ~ 44.999
4	45.000 ~ 68.999
5	69.000 ~ 98.999
6	99.000 ~ 100.000+

> *Forget what you think you know.*
> *Vampires exist.*

DARK EDEN
LEGEND

THANK YOU FOR READING

More details about are to be found in other guides.

Credits: Badr, Don Vito, Simon, Valentin, Softon Entertainments

Unformation published in this guide may be subject to change