



Beginner's Guide to Water Ouster

by Feniks

Hi, my character's name is Feniks. I have been playing Darkeden since the very first International server in 2003. I had first played ouster on Chinese private server in 2006, so as you can see I have plenty of experience to share. I want to introduce you to Elemental Ouster that focuses on using Water Skills. What makes my ouster different from others is the ability to use **Water Shield** and some of earth skills without having to modify your set in real time. Enjoy your reading!

Content:

- Elemental Ousters – Introduction
- „Water Ouster“ – Introduction
- Stat Points
- Set of Items
- Skill Points
- Rank Skills
- Pet
- Leveling Methods
- Making Money

Elemental Ousters – Introduction:

Many people, when talking about ousters, distinguish four classes, which in my opinion is wrong. When you are playing slayer, skills are sorted into five categories. For ousters, there are only two: Combat and Elemental. You can mix your elemental skills as much as you want, and use them as long as you have enough elemental points (you get those from stones, wristlet, and 31 rank skill). This isn't a problem before Horus Class – many elemental ousters don't have to focus on using one type of skills until then. But after the JC quest, elemental point requirements for new skills are so high, that you will have to make up your mind and use only one type of skills. I wrote this guide to show you how to squeeze out as much as possible of Darkeden, and be the best possible elemental ouster that focuses on using water skills.

„Water Ouster“ – Introduction:

While fire skills give you high damage, and earth give you tankiness, water skills give you a portion of both. There are water skills that highly improve your damage output. With maat class skill – **Life Aqua of Radchia**, and shu class skill – **Grace of Equines**, you will deal more damage than any „fire ouster“ without those skills. This means that you will level faster than ousters focusing on fire and earth skills. When it comes to tankiness, you can't compete with earth skills, but a couple of defensive buffs will help you stay alive long enough. When it comes to PVP though, is where the fun begins. With skill like **Explosion Water** and **Tendrill** you can fight more than one enemy at the same time. But I won't focus on PVP in this guide. Every player has his own tactic that makes them different. What they have in common is their goal - to create the most powerful character they can. In this guide I'll show you how to do it.



Stat Points:

There is no discussion here – Intelligence all the way. As you level up, spend your points on **INT**. You want to have as much damage as possible, and this is the only way to do it. Adding STR will help you with survivability, but will also reduce your offensive potential. So once again: INT, INT, and only **INT**.

Set of Items:

When you begin your journey with ousters, you don't PVP much. Most of players are way too many levels ahead of you, so the first thing you want to do is to catch up with them. You have to level your character up. To do it efficiently you need a set that gives you high defense. Later in this guide you will find information for leveling areas, where I have included short information about required set. What they have in common is high defense. With more defense, you can move to better maps, and get exp even faster. Your goal is to get enough defense, to not being hit by monsters in Dracula Castle, as soon as possible.

As for your dream set options, you want to get two optioned items with INT and AA. They are hard to get on items other than rings and pendants, so you will have to use plenty of Blue Crystals to make your dream set. You can also settle for two options like AA/AA, INT/INT, AA/Magic Damage or INT/Magic Damage.

Best chances of getting AA+INT items are from: Great Ruffian (Holyland of Adam N, Asylum Dungeon), Guardian Leader (Castle Dungeon B2F boss), Onibla (Eisen Dungeon 4F boss), Guardian bosses (gold Volva Medusa, gold Shaman Oaf and gold Dim Gargoyle) (Castle Dungeon B1F, Hilanom Sacred Ground, IK Lab and Office maps, Eslanian Dungeon, Waterway Dungeon only on channel 1 though) and regular mobs in Hilanom, Asylum and Castle B2F dungeon.

All your items can be improved up to shu class with articles, except for gloves and fascia. It's relatively easy to get those items in osiris class, as they can be acquired by opening Veiled Artifacts from NPCs. Thoth class fascias and gloves were considered the best class until Lacoste Castle has been introduced. Thoth class can be acquired from boxes by completing Gentis Dungeon in Ruper Island. But gloves and fascias with highest defense and protection can only be acquired by killing Nosferatu (2nd Lacoste Boss).

You can get all type articles from Dracula Castle (Horus to Nut class), and Lacoste Castle (Nut to Shu class). Articles also drop in Tiffuages Castle, Eisen 4F, and Ruper Island mobs/bosses.

You can improve grade of your items using Yellow Drops. It's best to prioritize your coat and boots, as with each grade improvement, you gain 2 defense. For armband and circlet its 1 defense, for weapon its 1 damage, and for other items its 1 luck more.

You can also improve your items with liliths. To use liliths on items, they have to be two optioned. As you apply lilith drops, your item will get extra option: defense, protection and all resistance. But success rate is low, and if you fail it will reduce items grade. Its best to use lilith drops 2 on coat, boots, circlet and armbands, as they never fail, but can only improve your lilith option to 4th stage.

For weapon there is special lilith called lilith spirit. It gives you all attribute option on your item, and just like with coat and boots, its best to use lilith spirit 2 for your weapon, as it will not reduce its grade.

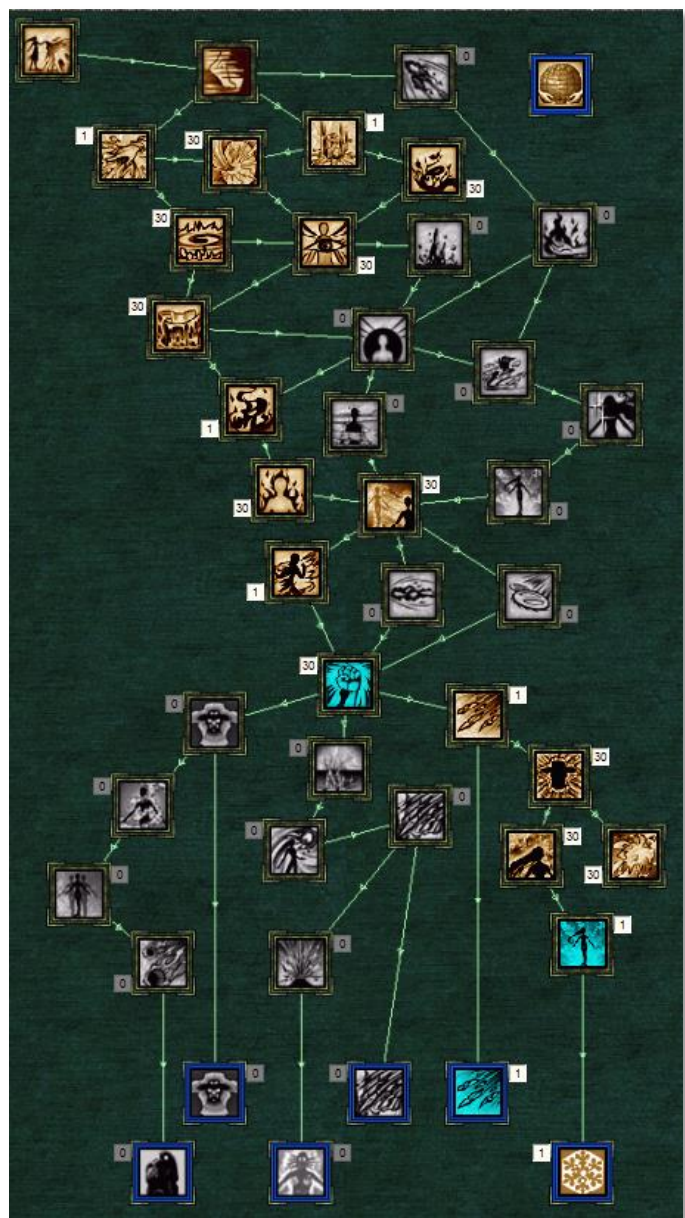
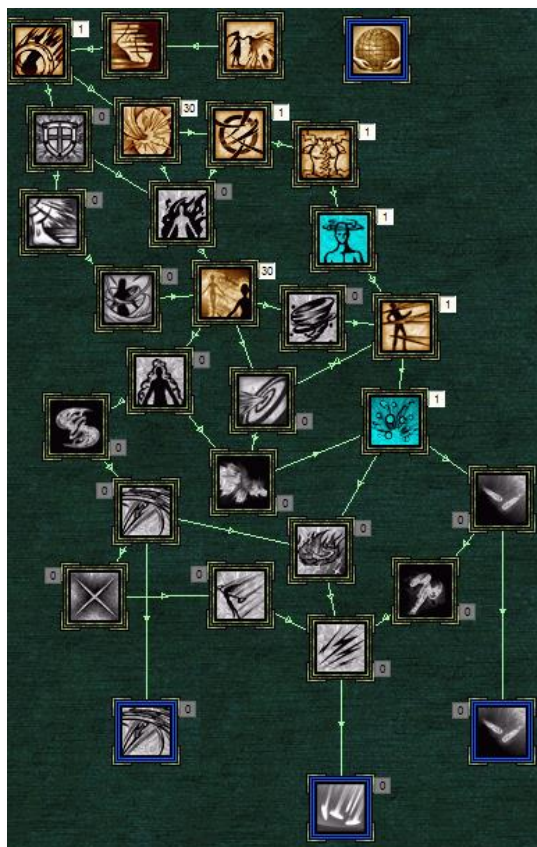
Cues, Zaps and Chains, are special items. You get Cues for killing), Guardian Leader (Castle Dungeon B2F boss, or sometimes during events. Best Cue, in my opinion, is blue +5 (unless you can get +6 or more) with aa/int options from blue crystals. But you can settle for aa/int cue awarded during events, that instead of giving you extra int (as blue cue does), gives you 5 defense. Zaps can be found as a reward for completing Gilles De Rais (GDR) Lair, or on the market. Your set should have 4 red zaps. From GDR you can get zaps with magic damage up to +5, from market with +9. You also want to use blue crystals on them and get aa/int options. Chains can be found as one of rewards from Veiled Artifacts from NPCs. Unless you use crystals on them, you (as most players) will be using chain with aa/moju option. It's possible to get aa/aa option chain, after completing quest of finding 1000 Ancient Remains. You can use two cues in your set that can be equipped on ring slots, four zaps equipped on stone slots and one chain equipped on middle necklace slot.



Once you have reached rank 31, and learned +1 Water Elemental from it, you will be able to use 1 earth stone in your set. It's important to place it on 3rd slot as on the picture above, to activate Water Shield Passive. With 3 water stones, 1 water weapon and rank bonus, you will still have 25 water elemental points to cast all of your water skills.

Skill Points:

As you progress with leveling your char, your set of skills will change. I will describe step by step how to invest your skill points and what modifications to make, but first let me show you your common skill set, that you will have at higher levels:



As you can see on those pictures, there are some skills from combat tree. The reason behind it is to allow you to use **Water Shield** passive skill. Its requirements are: water stones on slot 1 and 2, and earth stone on slot 3. So as long as you have stones in right slots, this passive skill will be applied. What it does is it gives you a small chance of completely nullifying enemy's attack. Though the chance is small (I would say 15%), it's a really good way of investing your spare points, since it improves your survivability by those 15%.

Here's a short description what each skills does.

Common skills:



Emission Water (level 1) – weak short distance one target attack skill



Beat Head (level 1) – weak medium distance one target attack skill



Divine Spirits (level 30) – defensive buff that splits damage you take between EP and HP



Tendril (level 30) – attack skill that covers enemy with leafs for few seconds making him unable to move or attack, but immune to any damage



Gnomes Whisper (level 30) – buff that allows you to detect hidden and invisible enemies (including gunners), doesn't detect players using invisibility rings



Ice Field (level 30) – creates 3x3 area on the ground for time period that slows enemies that step on it (size and duration depend on skill level)



Water Barrier (level 30) – defensive buff that reduces damage taken by some of magical attacks



Drifting Soul (level 1) – passive skill that regenerates your EP over time



Refusal Ether (level 1) – skill that has a chance of randomly removing small portion of darkness casted by vampires



Teleport (level 30) – allows you to move to location pointed by cursor, has limited range



Liberty (level 30) – allows you to „cure paralyze“ casted on your fellow ousters



Critical Magic (level 30) – passive skill, that makes some of your attacks deal critical damage



Ice Lance (level 1) – attack skill that, as you level it up, attacks area up to 3x3



Ice Lance Mastery (level 1) – passive skill, that improves Ice Lance by increasing range and damage



Frozen Armor (level 30) – defensive buff, reduces physical damage and slows down movement speed of enemies attacking you with melee skills



Summon Water Elemental (level 30) – defensive buff, passively heals over time ousters in your party by certain amount



Explosion Water (level 30) – creates geyser that traps selected target for few seconds making him unable to perform any action.



Soul Rebirth Mastery (level 1) – improves Soul Rebirth skill range and success ratio



Ice Horizon (level 1) – creates icy figure that heals ousters in its 3x3 area

Advanced skills:



Shadow of Storm (Horus class) – attack skill that covers area with Water that deals damage over time (6 hits). Free to learn.



Frozen Glacier (Set class) – attack skill that deals damage to selected target and enemies in his area, and slows them down (note: this skill has 0s cool down, so how often it attacks depends on your attack speed). Requires rare skill book (limited can be received by every new character) that easily drops from Dracula Castle mob.



Hydro Convergence (Set class) – single target attack skill that deals small amount of damage and makes your target more vulnerable to your attacks. Free to learn.



Life Aqua of Radchia (Maat class) – summons tree that heals ousters in its 5x5 area and improves their magic damage. Requires rare skill book which can easily be found from Dracula Castle mob.



Breath of Dryad (Maat class) – active buff that increases your HP. Requires rare skill book which can easily be found from Dracula Castle mob.



Blizzard (Osiris class) – attack skill that damages 5x5 area. Requires rare skill book which can be found from Dracula Castle mob.



Song of Renewal (Nut class) – passive skill that increases your magic damage by 30 and reduces received physical damage by 30. Requires rare skill book that can be found in Lacoste Castle or Dracula Castle.



Torrential Life (Nut class) – resurrection skill that used on 5x5 area fully revives ousters on that area. Requires rare skill book that can be found in Lacoste Castle or Dracula Castle.




Ice Pressure (Geb class) – attack skill that vastly damages 5x5 area and shortly reduces targets movement speed. Requires rare skill book that can be found on market.



Grace of Equines (Shu class) – buff that increases your base stats (str/dex/int) by certain %. Requires rare skill book that can be found on market.

Common combat skills:

I won't go into details here, since to use most of those skills you need to have equipped chacram. The only important skill here is **Water Shield**.  As it has been said before, if you have water stones on slot 1 and 2, and earth stone on slot 3, passive skill is applied that gives you chance to completely nullify damage take from attack.

There are also rare **Passive Skills**, such as Increase of Health skills, Bind skills, Blast skills and others. They all are common and are meant to passively increase your stats permanently. I won't go into details with those skills, because there is a separate guide for that.

What is important to mention is that each Increase of Health skill, like the name suggests, increases your health points. The higher the skill, the more HP it gives. Increase of Health books up to lvl 10 can be found in Dracula and Lacoste Castle, loH 11 and 12 drop in Lacoste Castle, loH 13, 14, and 15 can only be acquired on the market.

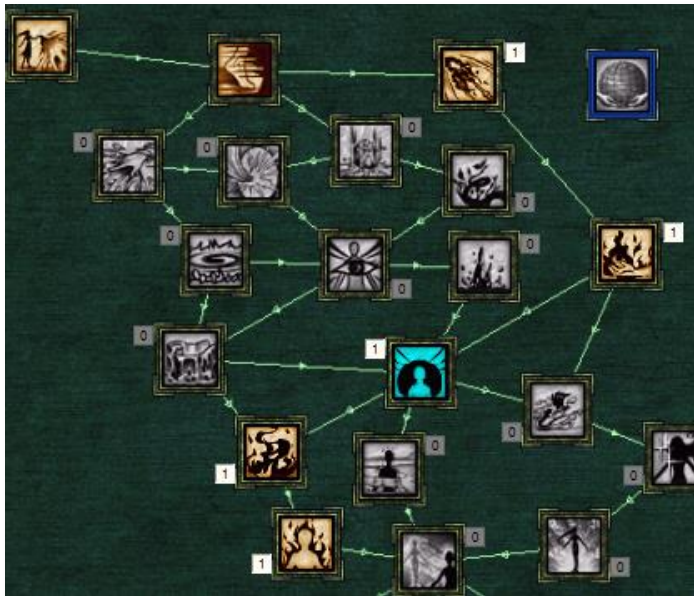
From Blast type of skills you will need Blast of Mana (increases magical damage by 40), Blast of Evasion (increases defense by 100) and Blast of Vitality (increases hp by 800). Skill books from which you learn those, can be found in Dracula Castle and Lacoste Castle.

Bind of Blood increases your HP by 1500, Bind of Patience reduces incoming physical damage by 10%, and Bind of Spirit reduce incoming magical damage by 10%. Those books can only be found on market.

There is also Ouster Mastery Skill that increases damage output by 15%. It can be found on market or in game during events.

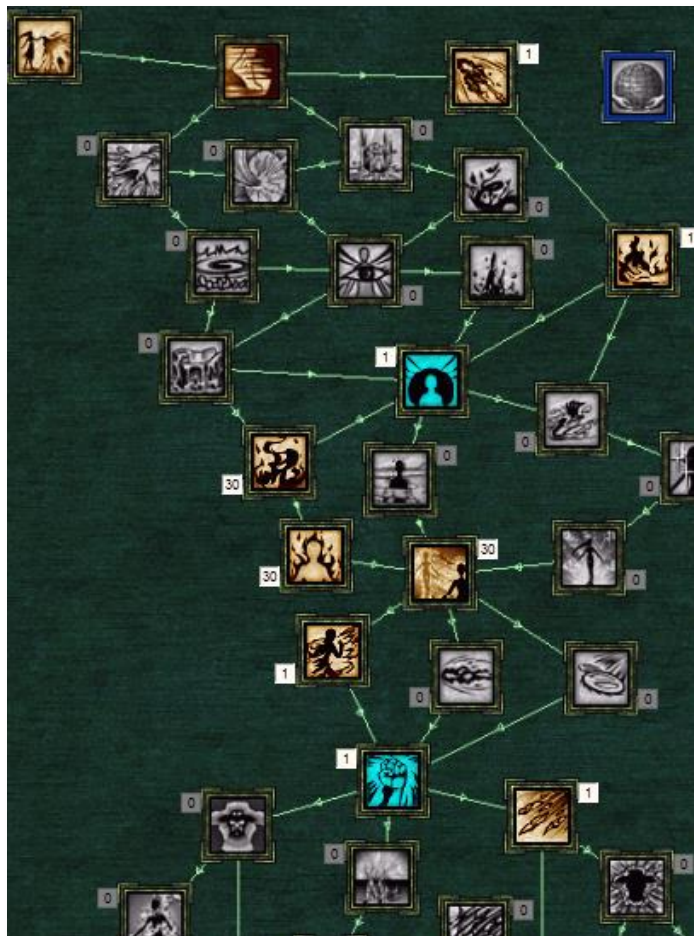
Skill order as you progress with your levels:

Level 1-34



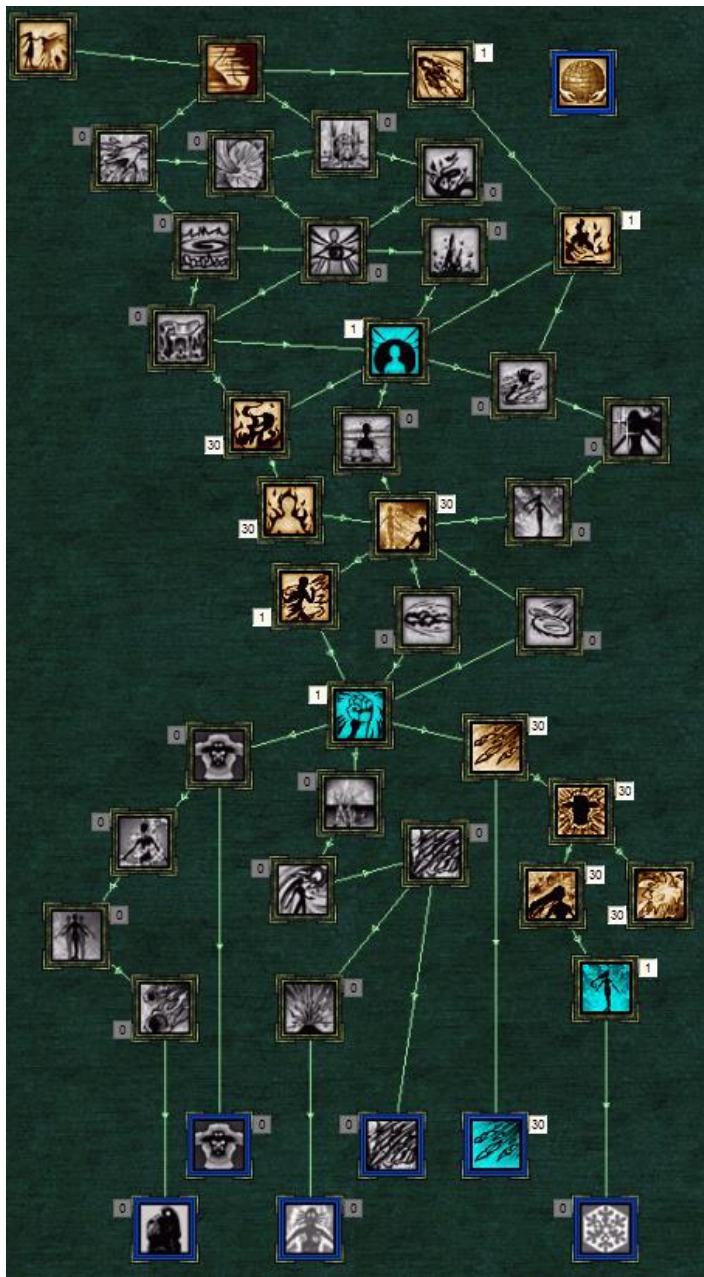
Your goal is to learn Ring of Flare as soon as possible. You will have to use your chacram at the beginning to level up, later Kasa's Arrow. Try to get 9 fire elemental points and wristlet before you reach level 34. This is how your skills should look like by the time you reach level 34.

Level 35-80



Next step is learning Teleport. Then as you level up, try to increase your Prominence, Ring of Flare and Teleport levels. After you max them up, get Liberty, Critical Magic and Ice Lance. Some players would tell you not to learn Prominence, since it reduces received exp, but it only happens, when you kill monster with this skill. Damage dealt with Prominence speeds up leveling, and most of monsters will die to your Ring of Flare and Kasa's Arrow skills, so don't worry too much about exp reduction.

Level 81-130



Once you have Ice Lance your priority is to max it out. You need 13 water elemental points to use it. You still need 9 fire points to use fire skills, so try to get level 4 and 5 stones/wristlet. Once you max out Ice Lance, move forward and learn skills as on the picture. Keep in mind that at level 129 you want to have at least 68 free skill points, to learn and max out Ice Lance Mastery once you reach 130.

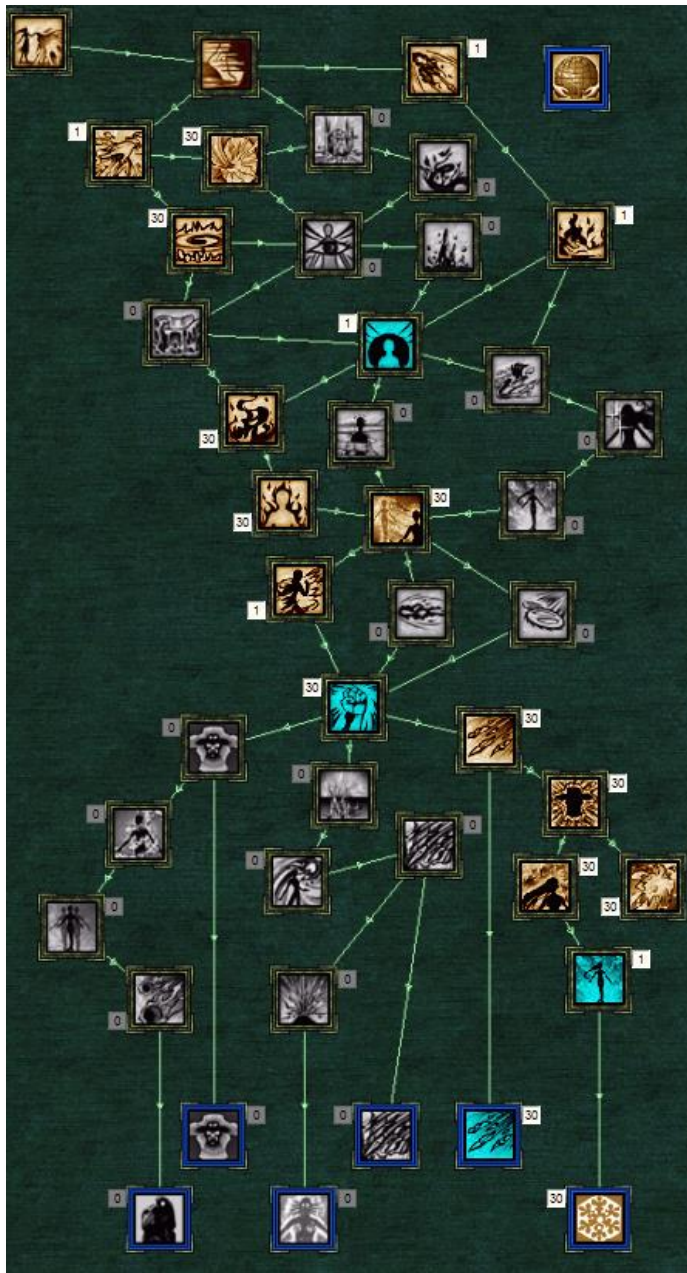
You can postpone leveling Explosion Water or Summon Water Elemental, and increase level of Critical Magic. This will increase your damage output and help with leveling faster.

You can also level up Hands of Fire skill. It's an active buff, that supposedly increases damage of your fire attacks. Now it won't help you much later in game, you are still using ring of flare and

prominence during your leveling, and it should increase their damage (haven't tested it though, so can't confirm).

As you can see I have totally skipped Hands of Nizie, Nymph Recovery and Soul Rebirth. The reason is simple - you won't be using them. Hands of Nizie is weak single target attack spell, Nymph Recovery heals your health and energy, but it's an active skill, so you will have to cast it every time you want to heal up, which is wasting time you could spend on attacking enemies. Soul Rebirth will be useless once you reach level 201. You will also level alone most of the time, so there won't be need to revive others.

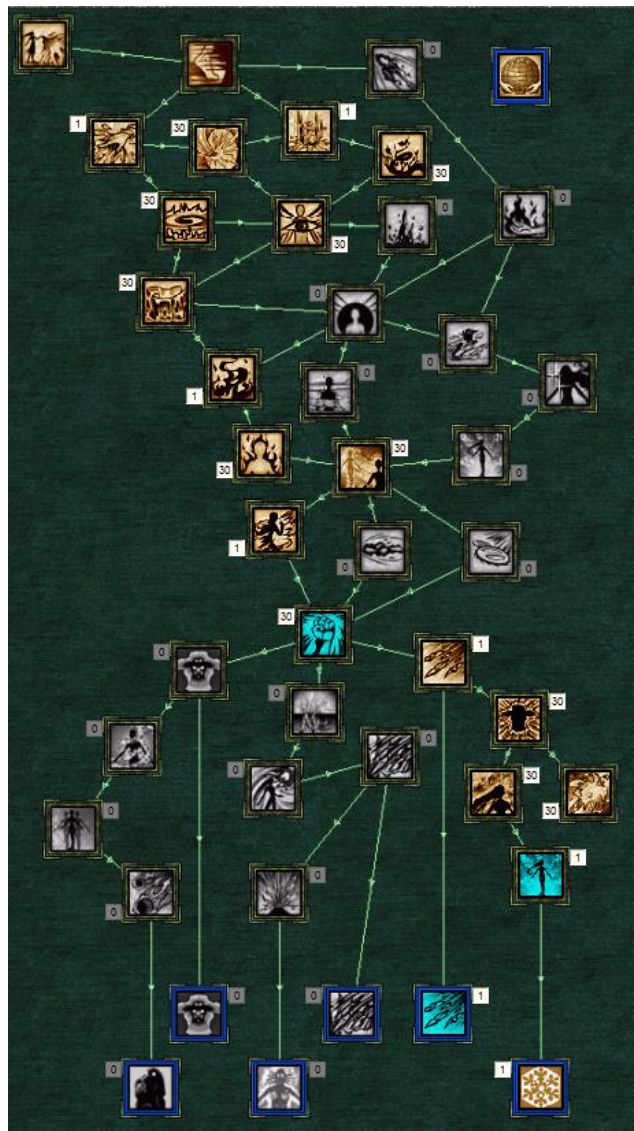
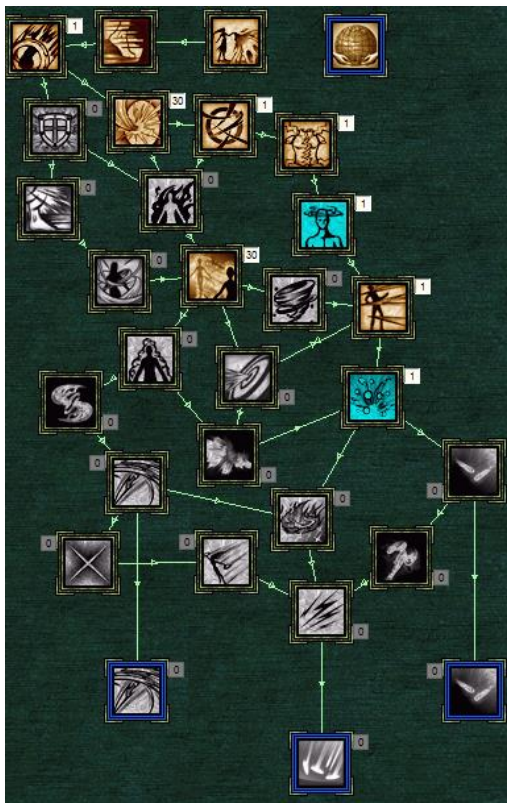
Level 131-150



If you haven't maxed out your Critical Magic skill, this is the time to do it, Once you do it you will have maximum damage output from your skill. Now the only way to increase your overall damage is to raise your INT. As you level invest your points in next skills on tree, so once you reach level 150, it looks like this.

After 150 & **Jumping System**

Keep learning all rare skills you can as you soon as you reach new class (Horus, Set,...). You don't really need to do any adjustments in your skill points, until you reach rank 31. After you reach that rank and receive +1 water elemental, you can modify your common skill tree through Lavinia in Ousters Village to make it look like this, and put your spare points into combat skills to learn Water Shield passive:



This is also how you should arrange your skills after using the new Jumping System.

That sums up „Skill points“ section. Your character should now have the best skill set that can be used without having to change sets.

Rank Skills:

Once you reach new rank group, you get to choose one of few skills. Here's a list of skills you should learn:

- Yesod – Wind Sense – increased defense
- Hod – Water Endow – increased water damage
- Nethreth – Anti Curse Skin – increased curse resistance
- Tiphereth – Bless of Nature, Life Absorb or Mystic Rule, doesn't really matter
- Geburah – Wind of Spirit – increases defense by 5%
- Chesed – Undine's Knowledge – water class elemental +1

Pet:

I strongly recommend INT pet with AA combination. It will give you 40 int, 9str and 9 dex. You can also make AA pet with AA combination, which will give 25 int, 25 str and 25 dex, but for more dmg I would suggest getting INT+AA. Use Kamilra injection, or at least Dracula for extra AA and HPS, HPS+3 INT+5 yellow drop, and shock capsule. With red bird try to get INT+5 option, or at least INT+4, AA+3, or INT+3.

Leveling Methods:

Since the introduction of the new Jumping System, reaching Osiris Class has become much quicker. You can do it through website with only few mouse clicks. But not everyone wants to deprive themselves of early game experience. I made this guide for all players, so you can find here two different approaches to leveling – rushing to Osiris Class by using Jumping System, and getting there yourself.

Let's start with quicker way – using Jumping System

Ok. So you have just created new account and used Jumping. You are now Osiris Class 1 (level 181), have your rare skills, set and are wondering what to do next. You are tempted to use your Chaotic Stone and Red Vapor. But let me give you a good advice – keep them.

The most effective way of progressing after using Jumping System, is to get some Ancient Coins and rent someone's power leveling service. Some people offer to take you to Dracula Castle to help you level up in exchange for ACs (usually 25 per hour). It's really convenient way of getting yourself to Geb Class (level 211) in just 1 hour. How to do it? You will need your limited Chaotic Stone and Red Vapor that you got as Jumping Reward, Premium Card (that can be bought from players or dropped as yellow bag reward), S-grade Hourglass (can be bought from players, dropped from boxes as Gentis Dungeon Reward, or found on market for 9 market points), your limited Syline, 5 Forbidden Bloods, and around 25 Ancient Coins. You don't necessarily need Ancient Coins to pay someone for leveling service. They can agree to take some enchanting items as payment instead. You can get those from Gentis Dungeon, or from event items (so keep your eyes on webstie to see what event is going on), or in many other ways described later ("Making Money" section).

Once you found someone to level you up, paid him, got your stone, vapor, premium card and HG ready, make sure 2x experience hour is about to start in few minutes. Once it does, use all four of your experience boosting items, jump into Syline, left click character that is leveling you, and relax. If the person leveling you has decent level, you should be getting to Geb Class by the end of 2x experience hour. 30 levels in 1 hour, nice huh? You could almost call it Second Jumping. While being power leveled keep an eye on items that drop from mobs. There is a good chance that higher defense items will drop. And even if they don't, you can pick some articles to upgrade lower Class items. So make sure you have as much space in your inventory as possible before you enter Dracula Castle.

Now as level 211 character, you have enough INT to deal decent damage and keep monsters in Dracula Castle asleep with Mist of Soul. So feel free to level there yourself. When killing mobs start your combo with Life Aqua of Radchia, then cast Shadow of Storm, Blizzard, some buff (or just wait), Blizzard, and start again with Shadow of Storm... You can still use Ring of Flare, but it will require from you to change your set every two minutes. And doesn't

deal any significant damage, so it's up to you whether you use it or not. Keep leveling in Dracula as often as you can, because as far as I know it's the best map to get levels. That's it, just don't forget to use Water Shield once you reach rank 31.

Now if you enjoy leveling alone and exploring Darkeden maps, here's a part for you.

Let's start with description of items that can increase experience points. I will write current prices, so you will also know whether they are easy or difficult to acquire. You can use up to four items increasing exp simultaneously (one from each group listed below):

Vapors:

- Red Vapor – for 24 hours you receive 2x more exp; costs 50 market points
- Blue Vapor – for 30 days you receive 2x more exp; costs 600 market points

Premium Cards:

- Premium Card A – for 24 hours you receive 1,5x more exp; can be found from even items, like yellow bags
- Premium Card A-7 – for 7 days you receive 1,5x more exp; costs 100 market points
- Premium Card A-15 – for 15 days you receive 1,5x more exp; costs 200 market points
- Premium Card B - for 30 days you receive 1,5x more exp; costs 300 market points
- Premium Card C - for 90 days you receive 1,5x more exp; I honestly have no idea how to get it

Hourglasses:

- M-grade Hourglass – for 30 minutes you receive 2x more experience; costs 6 market points
- S-grade Hourglass – for 60 minutes you receive 2x more experience; costs 9 market points

Experience Stones:

- Double Experience Stone – for 1 hour you receive 2x more experience; can be found from event items, like yellow bag
- Seven Fold Stone – for 1 hour you receive 7x more experience; can be found from event items, from boxes after completing zentis dungeon, as reward for killing Lacoste Boss, from Dragon Boxes, from Veiled Artifacts, or bought from other players for 30 market points
- Chaotic Stone – for 1 hour you receive 13x more experience; can be found from event items, from boxes after completing zentis dungeon, as reward for killing Lacoste Boss, from Dragon Boxes, or bought from other players for 200 market points
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Where and how to level up?

So you have created new account and found yourself in some grassy cave called Ouster Village. Your inventory is empty and you don't know what to do? Well first of all, go to Manescu NPC and accept contract of using Earth Horn. It's this big white totem that you can find on each map. It lets you teleport to them for a small fee. It's also important to use buff from this crazy rabbit NPC in Perona. There are two to choose from, but you can have only one. Make sure it's the second one (+150 defense). They last 1 hour and you can take it again as soon as it runs out. OK, now let's move somewhere and start leveling up. You can go to Haniel Dungeon – its entrance is in the village. You will find weakest mobs there, that usually die after one hit. It will be tempting to use 7x experience stones, but trust me, keep them until you are Advanced Class. You can use Hourglasses though, since you have plenty of them, and Premium Cards, if you found any. When mobs stop dying after one hit, which should be around **level 10-15** you can move to next map - Temerie Sacred Ground. It's a map with plenty of Chief monsters. To access it press Ctrl+B and choose email starting with "We assign you first task...". You can access Temerie this way from any place in game, as long as your level is lower than 35. While you are in there focus on killing chief monsters (red and yellow ones), this way you will level up really fast. But be careful, there is one powerful werewolf, which spawns lots of wolves that can easily kill you. Try to avoid them at all cost. To kill monsters fast, keep using Ring of Flare, Prominence and Kasa's Arrow. You won't be moving to next map, until you reach **level 50**, or unless you die after reaching level 35. Either way, next

map on the list is Caligo Dungeon. You can enter it through Lipatti in Ouster Village. What you should know, is that there are four floors of this Dungeon. Each for certain level range, and each with different mobs. Floor 1 is for characters level 1-30, floor 2 for 31-50, floor 3 for 51-70 and floor 4 for 71-90. Those levels are only checked when you enter. You won't be expelled from dungeon once you reach level limit. This means that you can stay on the 4th floor after reaching level 91, as long as you don't die. And that's what you want to do. Hunt Chief monsters and keep killing them with RoF, Prominence, and Ice Lance. You won't have resistance items for mages, but your buffs will keep you alive, and if your HP drops low, you can use Mist Of Soul to put monsters to sleep. Fill empty item slots in your set with loot you find prioritizing high defense, and stay there until your level is way above 100. There is no rule when you should move to the next map, which is Hilanom Dungeon, but it should be around **110-115** (unless you are unlucky and die in Caligo after reaching level 91). In Hilanom you won't need resistance items at all (as long as you are on channel 2 or 3). Make sure you always have rabbit buff on you and start killing monsters. Chief Roi Cadavru is the only Chief you will find here, and it takes plenty of time to kill him. Make sure you have at least 3 of those attacking you, so you don't waste time killing them one by one. Keep killing them until you are **level 150**. You can also level in Tiffuages Castle 1F, but mobs there are strong and will easily kill you during night time. If you decide to go to Tiffuages anyway, make sure it's during Tiffuages Past event. It occurs every two hours and gives you doubled double exp. You are teleported automatically from Tiffuages Castle 1F to Past. After 15 minutes since opening, a boss will spawn – Clone Gusion. He has a chance of dropping articles, Advanced Class items, and rare skills. It takes time, but can be rewarding. You can also get those items from regular mob, but chances are low. You get more exp in Tiffuages, but leveling in Hilanom has also its advantages. You kill more mobs, you gain more fame, and drop more items.

Once you reach level 150, a new quest is unlocked giving you a choice. You can either do it right away, becoming Horus Class, or stay level 150 and keep farming exp. When you get 93% of your exp and then start and complete the quest, you will be Horus Class 10. Acquiring 93% takes a lot of time though, so you would be better off doing the quest right away.

Advanced Class Quest (Job Change Quest)

Next step on the list is JC Quest, which is triggered once you reach level 150. Let me tell you something if you don't already know – you will hate it. For me it's the worst experience in Darkeden. The first part of it is relatively easy. You have to fetch some items between NPCs. You can't use mounts or Horns, and have to either walk or teleport the whole way, but it's not far. You exit Ousters Village, walk short distance through Castalo map, and enter Castle Limbo SE, where you can find your destination NPC. Easy, right? It takes only few minutes. Now second part is where people lose their nerves. You have to get to Holyland of Adam C and enter a map through pyramid's roof. The map is black and has plenty of red monsters. Your goal is to mark the floor with their bodies. Once you do, a pattern appears. You have to uncover the whole map. But even if you do, some places are "bugged" and system recognizes them as covered, even though they are revealed. So instead of finishing this part in few minutes you will be stuck there for much longer. Now I don't know which spots are bugged, but you will have to keep killing mobs on different parts of the map, repainting it, until a portal in the middle opens. When it finally does and you enter it you will be teleported to a new map. Five ouster prisoners trapped there, and you have to obtain 5 Life Spirals from mobs to free them. Drop ratio is quite low, so you it will take around 15 minutes. As soon as you free the last ouster, a portal opens in the middle of the map that takes you to the Ouster Village, ending second part of the JC Quest. Last, third part is easy. All you have to do is to learn Tendril skill. Your job in this part is to protect totem in the middle of the map from attacking ousters. You can either use mist of soul, to put them to sleep, or use Tendril on totem, which will protect it from any attack. After 10 minutes the third part and the whole quest will be completed. You now have to talk one last time to Hora to claim your reward – becoming Advanced Class.

Whats next?

You are Advanced Class, but still very weak. You have your starter limited items, low money and no idea what to do next. Well, first of all try to get Horus Class items. They are very common in Dracula Castle. But you are too weak to solo it. You can make friends and ask them to keep some items for you, you can check Special Items tab on NPCs in Perona to see if there

are any Horus items available. You can try to get them yourself, by killing Clone Gusions and Morgoth in Tiffuages Past and Eisen 4. But it will be hard. As for leveling, keep killing mobs in Hilanom (hunting Chiefs), and make sure you are in Tiffuages every time Past opens. Hopefully you will get money from event items to quickly improve your items, focusing on defense.

When killing mobs start your combo with Life Aqua of Radchia, then cast Shadow of Storm, Blizzard, Ice Lance, Blizzard, and start again with Shadow of Storm... You can still use Ring of Flare, but it will require from you to change your set every two minutes. At some point (600+ INT) you can move from Hilanom to Asyion Dungeon. There's much more Chiefs in Asyion, but they hit hard, so you will have to use Mist of Soul on them.

What's important during this part of the game is being social. Talk to people, ask them questions, make friends and hopefully one of them will take you to Dracula Castle, where you can find plenty of articles to improve your set, and gain a lot of experience points.

Don't try to solo Dracula until you are at least Nut Class. With low INT you won't deal much damage, and your Mist of Soul won't last long enough to protect you from monster attacks. At Nut Class though, with Nut Class items, you can start soloing Dracula Castle. With high enough INT (750+) you can try to stay there at night time, and survive by using Mist of Soul.

Important: there is no doubt, that Jumping Rewards are high advantage. So even if you level yourself, use Jumping System. You can do it whenever you want, as long as you are under level 180, so get yourself to Maat Class 10, and use Jumping System. What comes to do next you can find in previous section.

Solo or party?

Party. It's more fun to share experience of playing Darkeden with others, than to play alone. But not only that. There are other benefits of being in party – like exp bonus. You get more experience points for killing monster, if members of party are nearby during its death. How much more experience you get, you can find on DK Legend official webstie. Let me just tell you, that if there are two of you, you get 150% experience. Heres an example:

You kill a monster alone and get 100 exp points for it. But when there are two of you in party, monster is worth 150 exp points, so each one of you

gets 75 experience points. So if in 1 minute you can kill 10 monsters alone for 1000 exp, in party of two you both would kill 20 monsters for total of 3000 exp (from which you get 1500). Worth it? Hell yeah!

Making Money:

Money runs the world. Even in Darkeden. You will need money to make your set, to get items boosting experience, to travel to other maps, to buy food for your pet... I can go like this for few pages. The point is that without money you can't make progress. How to get rich?

Events. Yes, in game events. Join Facebook Group or check website every day to see what event is going on. Keep hunting items, and if you are lucky, you can get rich in just few days. Let me give you example – hunting GM Boxes that dropped during event from GM monsters got me items worth 100 AC in just 2-3 hours. The event itself was boring, but totally worth it. Even if there are no announcements, there is one permanent event going on in DK Legend – Lucky Bags randomly dropping from monsters. Open them with right click to get rewards, which you can later sell to other players.

Other way: Gambling. There are items called Veiled Artifacts sold by some NPC. When you open them, you get random reward. Most of the time it's just a scroll or a forge, but once in a while you get expensive item. If you like gambling and want to try it sometime, make sure you are logged in to channel 2 or 3 and buy Veiled Artifacts in Ouster Village from Amatha. This way you will pay only 10kk for one artifact, instead of 15kk. Is it valid method of getting rich? Some may say yes, but I'd say it's a valid method of getting broke. Prices of items you get are too low to make gambling profitable, so don't get tempted and focus on other ways of getting money.

Easiest way to get rich is to become high level (251) and simply afk. With current system, each character of Nun Class and above is awarded 1 AC every 2 hours of being logged in. No strings attached.

But it takes time to get to 251. Well, another way to get money is to sell items to NPCs. Now this will take time. A lot of time. If you somehow get 5 Forbidden Bloods (you can buy them from players, get from event items, or buy on market), you can enter Dracula Castle for 2 hours. During that time you can exit it and sell loot in Perona as many times as you can. To make this

method effective, create second account. You can have up to three accounts logged from your IP at the same time, so make use of it. Place another character in Perona between Muprhy and Ouster Helper, so you can Soul Chain it as soon as your inventory is full. This way you will save time on walking, because from same spot you can sell your items to Muprhy and teleport back to Dracula Castle entrance. If your Soul Chain is on cooldown, you can simply log out and in again, to be spawned in Perona. Is this method effective? Definitely not until you are Second Advanced Class. Lower level characters kill way too slow, and can't survive night time in Dracula, even when using Mist of Soul.

Other way of getting rich is being smart. At some points in game Ancient Coins were being sold by players for 50kk in Vampire Perona. At the same time some people were willing to pay 300kk for 5 Forbidden Bloods. Now if you quickly do your math, you will notice that for 800kk (16AC) you can get 20 Forbidden Bloods, which later you will sell for 1200kk. That gives you 50% profit. Don't ask me how much money I made this way, but it was a lot. Sadly, I lost most of my profit to gambling.

As you can see there are plenty ways of getting rich. Just use your brain and imagination – it can be a deadly combo. One more thing: don't ever beg for money. It takes time for every player to acquire it, and no one is willing to give it away to some random people. It's different though, when you become friends first. So don't be shy, join a guild, talk to people and simply – be social.

Good luck.