

Gold Farming Guide

It's highly recommended not to start focusing on farming gold until you're at least level 125 due to increased stats and having completed quests. You will be leveling up passively as you play.

Efficient ways to get gold include:

- Crystal Altar/Gem Altar: Betting on these altars is always a good source of income, but try not to be too greedy. Focus mainly on items from the 2nd round, as they sell for good prices (100g-300g each depending on the item).
- Racial Crafting: It's a crafting system where you can enhance existing items or create unique ones to start your own business. It depends on how much patience you have to dive into the complex world of racial crafting since obtaining the item you want to market is random.

Gems from humans, potions from Anurans, and glyphs from Ursun are usually in high demand in the game. Zumi items for Path of Destiny or trophy charms are more on the secondary side but have moments of high demand.

- Selling Class Level Runs: Once you've got enough gear, you should be able to breeze through Demonic Valley without much trouble. Keep an eye out; I think the going rate is 20K/Hour.
- Dungeons: This is one of the most effective ways to rack up a ton of gold real quick. The only thing holding you back is your daily grind, as you could pull in anywhere from 10k to 60k gold in 3 or 4 hours with a solid setup.

The top DGN's in order are:

- Palace of Dream 0/10 and 0/2 full entries (Easy)
- Quarantine Mine 0/10 and 0/2 full entries (Hard)
- Dragon Keeps 0/10 and 0/2 full entries (Easy)
- Ice Crystal Palace 0/10 and 0/2 full entries (Normal)

If you're really motivated, just create more characters on the same account and grind out Palace of Dreams dungeons. It's super easy for new characters, and you could pull in 10K-12K/hour or less with full entries on each character.

Dungeons and recommended class

To do DGNs as a starter player, you can use the following setup of certificates, talent points, accessories, weapons, trophies, necklace, and cape to complete them more efficiently and easily:

Character Info
lunity
LV114
Blood Knight
LV114

Character Stats

Title

Fame


Achievement

Core Stats		
STR	946	
AGI	644	
INT	481	
WIS	515	
LCK	600	
ACC	901.2	20.34%
Move SPD	35	35%

Attack Stats		
P-ATK	105972	
ATK SPD	799	17.15%
CRIT Rate	950.04	23.39%
CRIT DMG	2.19	219%

Magic Stats		
M-ATK	51109	
Cast SPD	644	33.82%
M-CRIT Rate	720	18.45%
M-CRIT DMG	1.66	166%

Defense Stats		
DEF	29154	
EVA	1182.6	30.38%
Parry	808.2	17.34%
Block	946	20.3%



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Gear Upgrade Gear Swap

?

Cloth Armor

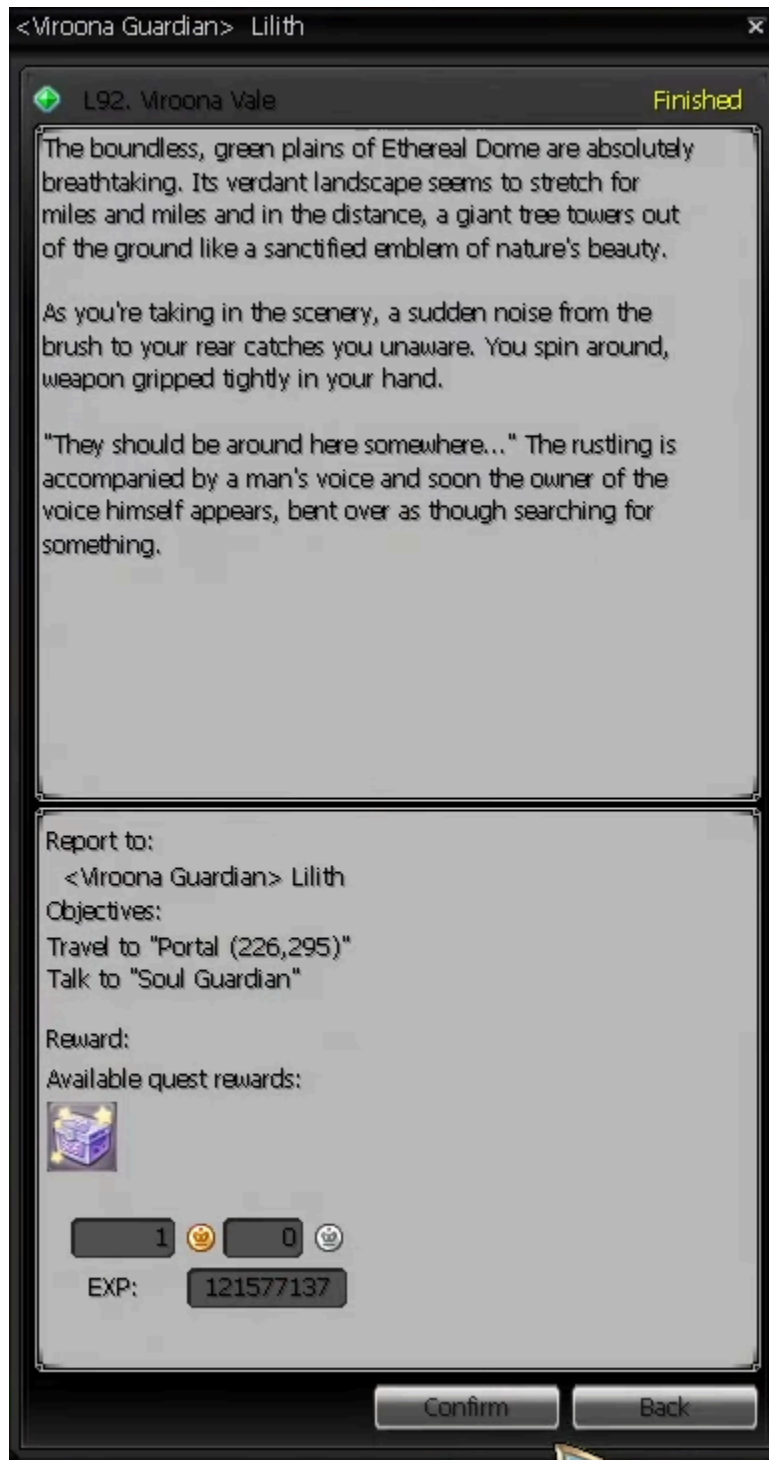
Light Armor

Heavy Armor (Current Gear)


?
50
50
50
70
70
70
70
70
70

Vendetta Training Axe, Vendetta Starter Necklace, Vendetta Starter Ring A, Vendetta Starter Ring B, Vendetta Starter Cape, Sam's Enchanted Broken Shell, Guff's Attack Augment and Vendetta Blazing Training Set.

Note: You can get all of this for free if you start at Level 92. The quest is called "L92. Class Awakening".




However, if you decide to start from level 1, the missions you will need to do unlock at levels 30 and 40, which are the following: "L30. Vendetta Starter Equipment I" and "L40. Vendetta Starter Equipment II." So, just follow these quests, and you will get everything.

◆
L80. Vendetta Reward Quest
✕

"Welcome to Eden Eternal VGN, here is a package to help you on your way!"

"The best Eden Eternal server World Wide!"



You have learned


Report to: Opportunities Remaining: 1/ 1.
 Vendetta Rewards VI

Objectives:

Reward:

Available quest rewards:





Vendetta Level 80 Chest

Contains all of the following items:

- Vendetta Starter Ring A
- Vendetta Starter Ring B
- Vendetta Starter Necklace
- Vendetta Starter Cape
- Blade's Broken Sword
- Isolda's Frozen Heart
- Ultimate Beast's Broken Core
- Marquis Saad's Dragon Taming Rules
- Maul's Atrophied Body
- Corken's Whisper
- Kequa's Hell Key
- Kimba's Sinister Ruby
- Sonyay Cursed Fate
- Guff's Attack Augment
- Sam's Enchanted Broken Shell
- Petra's Power Core

Note: Right click to open.

Right-click to Use Item
Can't be Traded

Level Requirement 80

The recommended certificates and Knowledge Points for the Blood Knight class, which is the awakened class of the Templar, are as follows:



Note: You will need to have the rest of the regular classes at least level 60 to be able to obtain all the certificates.

Note 2: You can easily level up your regular classes to level 80 by going to Aven -> Yukari NPC-> Claim Basic Class Level Stone.

Coordinates: X: 331 Y: 263



How to use the Blood Knight Class?



Drag these 3 skills from the class to quickly explain how they work:

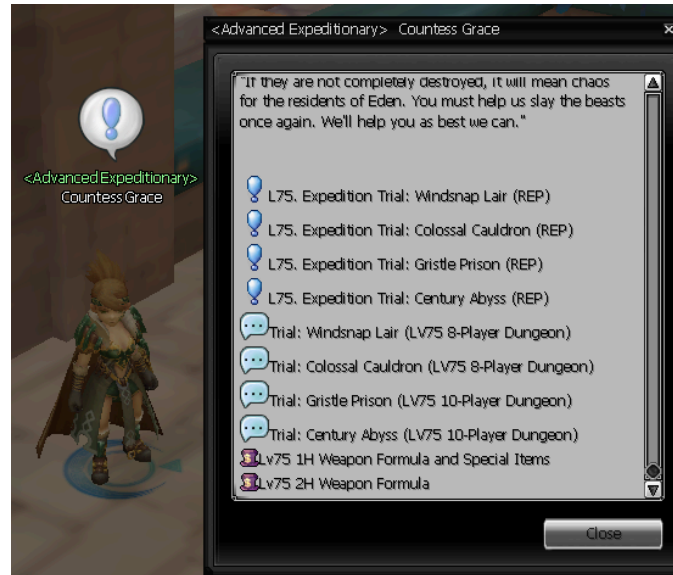
C1 Hotkey: Blood Field: While active, it drains 10% of your MP every 3 seconds, but in return, when you're attacked, you become extremely resistant and run 20% faster.

1 Hotkey: Bloodsword: Spam 24/7 the skill for killing mobs.

2 Hotkey: Bloodsword Mark: Spam 24/7 the skill for killing mobs. This deals 10% Max HP to mobs (Doesn't work on bosses). This skill must be applied twice initially near an enemy for it to work this way. When you use your Bloodsword skill, it heals you based on the damage you deal to enemies.

Crystal Altar/Gem Altar

You can get Eden Crystals by farming Level 75 Trials in Aven with the Drop Class specified by each boss. If you're new and already have some physical and magical equipment, I recommend going solo or with someone else to farm them. One person goes as the class each boss requests to almost guarantee Eden Crystal drops, and the other person can kill the boss with any class.



Note: The person going as the drop class must hit the boss for it to work.

You can also buy them from other players as long as they are tradeable.

Another option is to play Eden Gem Altar, which you can only acquire through an NPC in Aven located at the fountain. The NPC is named Gisele, and she sells them for 100g each.



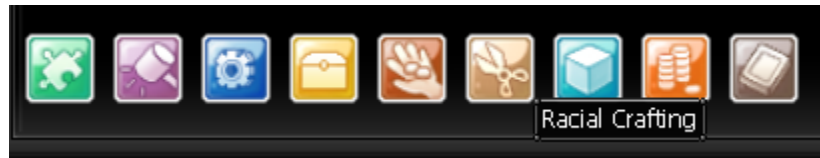
The recommended strategy for both altars is to sell items from the 2nd round. However, it's also important to collect higher-level Safety Stones or Reset Scrolls, Corona's Heartflame lv 130, and Eternal Points, as these are highly in demand and you may end up using them yourself.

The rules for playing either altar are as follows:

Start from the bottom with each crystal. Every time you click **Transform**, you are only betting the initial Crystal. When you want to take something, just click **Take Item**. If the altar lands on a Blue or Gold Crystal, you will have lost a Crystal, basically game over. The good news is that if you collect 10 of the Blue or Gold Crystals, you can start from a higher round

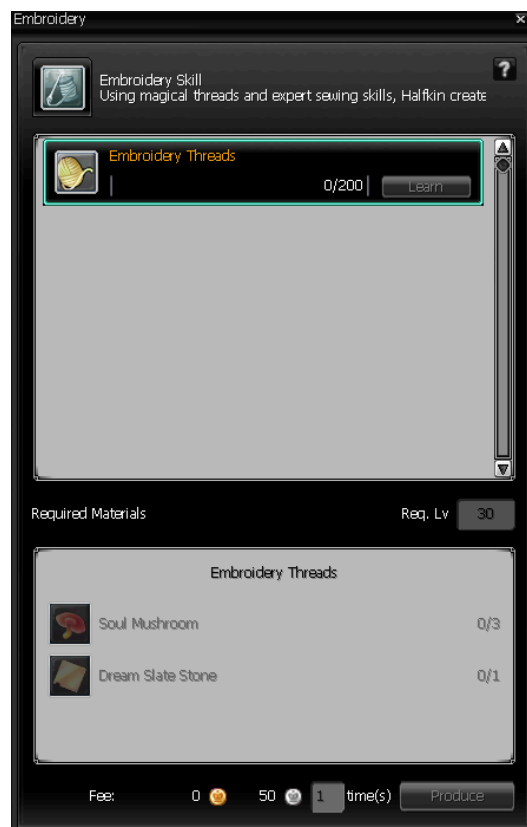
Racial Crafting

Hit the 'B Key' and select 'Racial Crafting.'



You will need to provide the required materials for each category, but keep in mind that a single character is not enough to obtain all the racial items of the same race. So, you will have to put in a lot of effort if you want to have a wide variety of things.

There are 5 Races: Human, Anuran, Zumi, Halfkin, and Ursun. Each primarily crafts: Gems, Potions, Path of Destiny/Smoke Bombs items, Trophy Enchants, and Glyphs Packs.

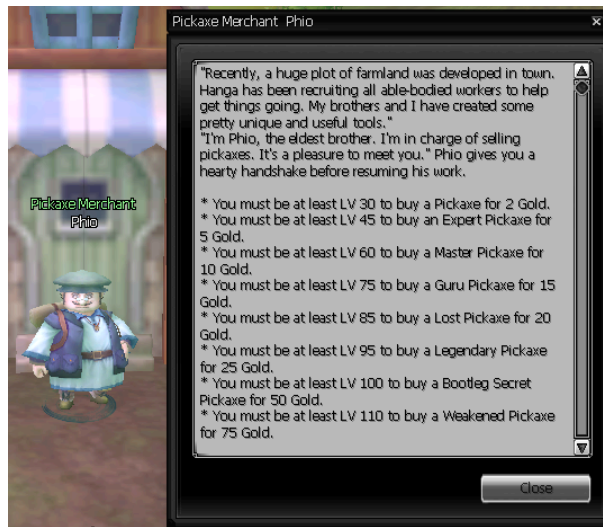


The materials are obtained in any Guild Town from Guilds, but there are specific spots where you can get these materials.

Mines, Farms, Altar, and Rivers.

You can buy the tools to gather these resources in the same village from their respective NPCs, located at each spot. As for fishing rods, you can find them in Aven.

Generally, it's recommended to play the altar and get Reward Coins from each category to exchange them for blue tools you need with the Big Bear NPC. These tools allow you to collect for up to 4 hours as long as you don't move the character, unlike the white ones that only last 30 minutes."

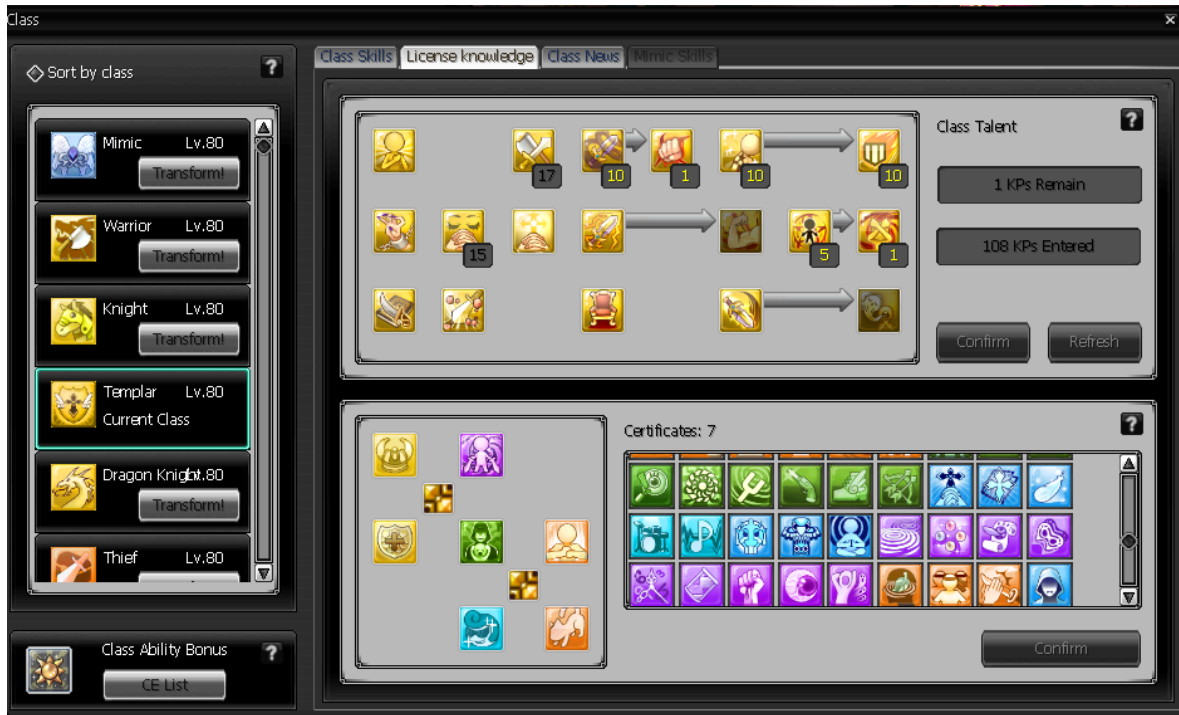


If you're going to be away for long periods, Bound many tools of the same level and quality (Example: 2 or + Blue Pickaxe Lv 100) and let the character gathering. Once they finish with that tool, they will start using the next one automatically.

I usually place them side by side, and this works

Selling Class Levels Runs

A) Blood Knight class with at least this build to resist as much as possible



B) It's recommended to have a lv 123 orange +14 Heavy Set and a +14 2-handed Main Weapon. Fortification Level Stats +6 +8 +10 +12 +14 are random, so don't care about it for now.



C) Recommended achievements: Eva Lv 90, Heavy Armor Lv 90, Light Armor Lv 90, Cloth Armor Lv 90, 2-handed Main Weapon Lv 90.

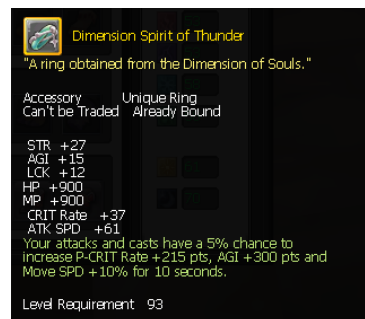
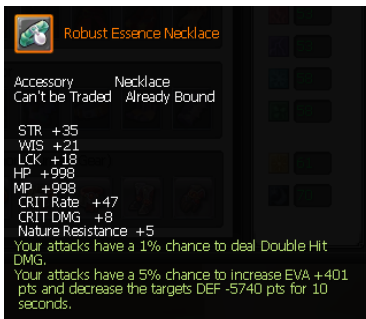
D) At least 60K Defense (Demonic Power Heavy Set +14).

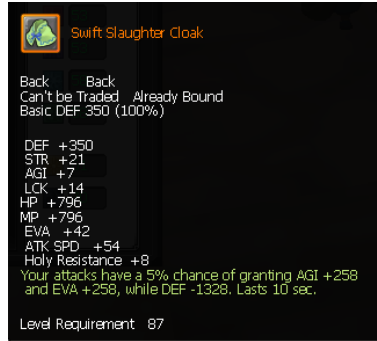
E) At least 70% Evasion when activating everything while standing still and just killing.

F) At least Swamp King's Essence Trophy and Ko'Harumi Ribcage, both with Trophy Enchant Warrior Lv 1 and Lv 2.

G) Minimum recommended 40k HP, more is better.

H) Recommended Stuff.





I) At least 150k base attack, more is better. I recommend Accursed Axe of Oblivion +14.

J) Try to add Strike Resistances and Dark Resistances to the set to endure much longer. Ideally, use higher-level gems. I recommend 50 points in strike resistance and 60 points or more in dark resistance.

You can use basic level 5 resistance gems and level 6 Elemental Dark gems with this NPC in Aven once you've bought Eternal Chisel Lv 130 to embed these gems in the weapon or set.

