

Tutorials

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The Forgotten World - Flame Mountain

“***The World Of Flames*** is an immersive dungeon adventure in The Forgotten World.
Players delve into Flame Mountain, navigate lava rivers, and uncover ancient secrets in this epic quest for survival and glory.

Complete the Burning Abyss collection

- ▶ Rewards: **9th grade Seal of Sun weapon**
- ▶ NPC: **Hunter Associate Ahmok**
- ▶ How to Teleport: You can teleport to the Forgotten World by using a Dimension Hole. You can obtain Dimension Holes from the monster that appears from the Dimension Pillars.
- ▶ Scenario: Talismans of great power are being found on the Flame Mountain of the Forgotten World. Many warriors, including those of us at the Hunter Union, are out on an adventure to find them. Would you be up for the challenge, too? A great reward awaits those who complete the Burning Abyss collection.

To enter the instance, you will need the **Dimension Hole - (Flame Mountain)** item:



This item can be obtained from **Envy** after destroying the **Dimension Pillar** you can find while grinding.

Use the item in town to spawn a Dimension Hole and enter.



Flame Mountain Dungeon Map

Difficulty Levels

- Flame Cow King

Dimension Hole (Flame Mountain - 1*)

Sort of item: Dimension Hole

Creates a teleport gate to the Forgotten World. Gates can only be created in a town. Hole items lose their function in 24 hours. Once used, Dimension Hole items cannot be used again for a time.

Level: 71 - 80

Grade: 

Number of Players Allowed: 1-4

Reuse Time: 1800 Seconds



Quantity: 1

Dimension Hole (Flame Mountain - 2*)

Sort of item: Dimension Hole

Creates a teleport gate to the Forgotten World. Gates can only be created in a town. Hole items lose their function in 24 hours. Once used, Dimension Hole items cannot be used again for a time.

Level: 71 - 80

Grade:  

Number of Players Allowed: 1-4

Reuse Time: 1800 Seconds




Quantity: 1

Dimension Hole (Flame Mountain - 3*)

Sort of item: Dimension Hole

Creates a teleport gate to the Forgotten World. Gates can only be created in a town. Hole items lose their function in 24 hours. Once used, Dimension Hole items cannot be used again for a time.

Level: 71 - 80

Grade:   

Number of Players Allowed: 1-8

Reuse Time: 1800 Seconds





Quantity: 1

Dimension Hole (Flame Mountain - 4*)

Sort of item: Dimension Hole

Creates a teleport gate to the Forgotten World. Gates can only be created in a town. Hole items lose their function in 24 hours. Once used, Dimension Hole items cannot be used again for a time.

Level: 71 - 80

Grade:    

Number of Players Allowed: 1-8

Reuse Time: 1800 Seconds

Quantity: 1

After spawning a Dimension Hole you have **2 hours** to complete it, otherwise the instance will be closed.

You can teleport back to the town, but you will only have **15 min** to re-enter, otherwise the Dimension Hole will disappear.

The cool-down time to enter another instance is 3 hours.

If you die, you can respawn in town and wait for the party leader to '**Summon Party Member**', or if you are doing it solo, you can use the Dimension Hole, which will be available in the same place you spawned.

You can also use the **Resurrection Scroll** or be resurrected by a party member.

Players cannot be summoned if:

- * character is on a transport.
- * character is on Stall or talk to NPC.
- * character have the Job suit on.
- * character is not in Town.

There are 3 main "Area"(see [map](#)) where you can find a Unique after killing all the mobs.

If all monsters have been killed before a main are, this message will appear (No. 1,2,3,4):

You have to make sure that you have killed all the monsters, look in every corner, sometimes they might be hiding in there.

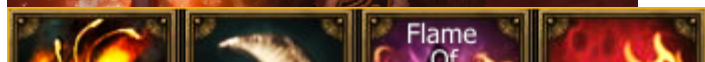
Dungeon Main Boss - **Flame Cow King**



Flame Cow King has higher "HP" than other Uniques, also when his HP drop under 15%, he will spawn few Uniques and monsters to help it, which should not be a problem on 1*, but on higher difficulty levels...

Talismans

They can be dropped from **Treasure Box** ([click to see map](#)) and **Flame Cow King**.

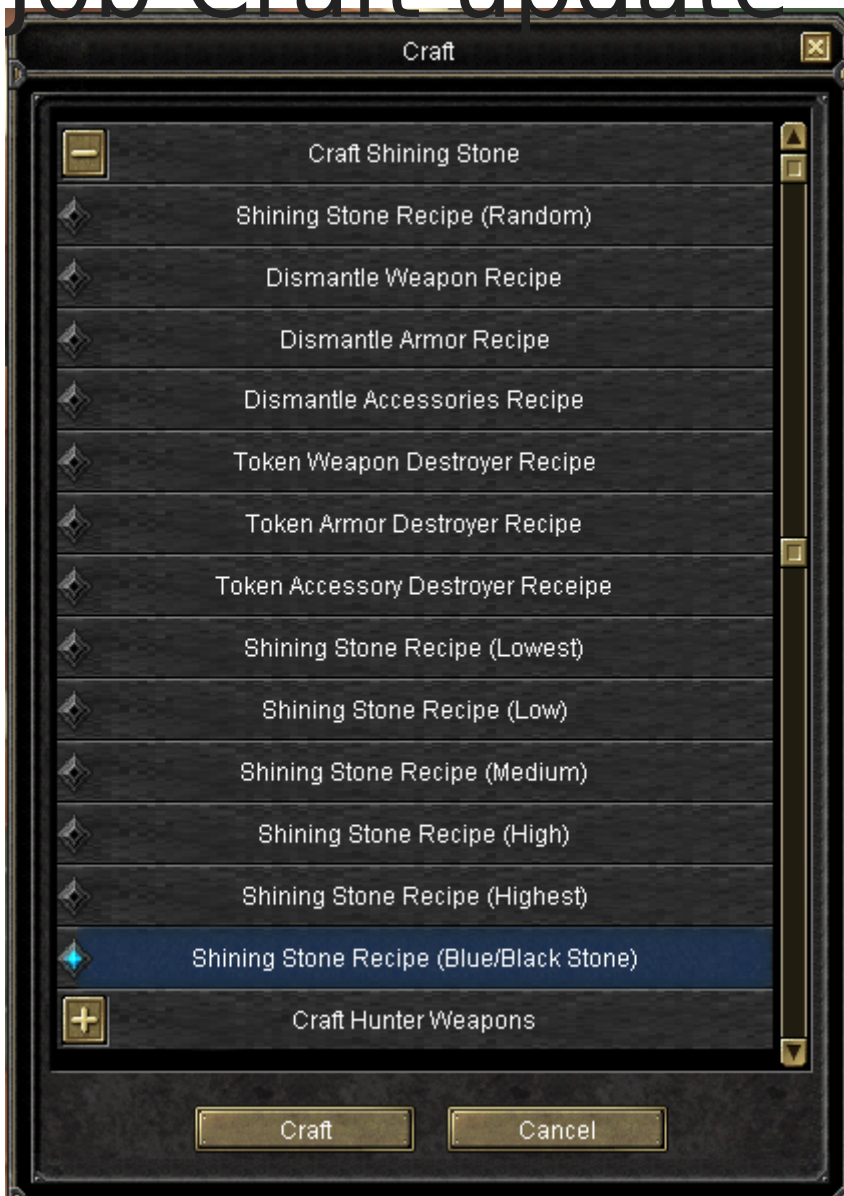


Reward for collection is DG9 Seal of Sun weapon.

How to start 2 Clients at same time

- 1) Start `Silkroad.exe` and login in game.
- 2) Start `Silkroad.exe` **again** and login in game.

Job Craft update



low, medium, high, highest).

nes to.

Video guide.

XMAS Event 2023 video guide

The event start on 24 December, so you can start with daily attendance.

It will end on 7 January, and you should login daily and hit "Check the attendance" button, otherwise you could not complete all 15 days required to get all rewards.

Magic POP [Updated]

Magic pop rates has been updated (5

Here's the list with items available now and their %

Premium and normal Magic pop have same items, however some items in normal will be untradeable.

[Flags, Flowers, Scrolls, Dragon pet, Alchemy catalyst and Lamp].

[FLAG] Yakuza Ensign C 5%

[FLAG] Yakuza Ensign B 5%

[FLAG] Yakuza Ensign A 5%

[FLAG] House Targeryen Banner 5%

[FLAG] House Martell Banner 5%

[FLAG] House Tyrell Banner 5%

[FLAG] House Baratheon Banner 5%

[FLAG] House Lannister Banner 5%

[FLAG] House Greyjoy Banner 5%

[FLAG] House Tully Banner 5%

[FLAG] House Arryn Banner 5%

[FLAG] House Stark Banner 5%

[LAPM] Genie's Lamp 5%

[FLOWER] Whirling Snow Flower 10%

[FLOWER] Energy Flower 10%

[FLOWER] Life Flower 10%

[FLOWER] Illusion Flower 10%

[FLOWER] Evil Scented Flower 10%

[PET] Red Dragon Summon Scroll 2%

[Talisman] Mermaid's tears 1%

[Talisman] Diamond watch 1%

[Talisman] Jewelry box 1%

[Talisman] Portrait of a Woman 1%

[Talisman] Fire dragon sword 1%

[Talisman] Honghaeah armor 1%

[Talisman] Hearthstone flame 1%

[Talisman] Enchantress necklace 1%

[Talisman] Elder staff 1%

[Talisman] Spell paper 1%

[Talisman] Dull kitchen knife 1%

[Talisman] Puppet 1%

[Alchemy] Alchemy catalyst 10%

[Stones] Magic stone of luck(Lvl.10) 5%

[Stones] Magic stone of IronHeart(Lvl.10) 5%

[Stones] Magic stone of Sorrow(Lvl.10) 5%

[Stones] Magic stone of Incandescence (Lvl.10) 5%

[Stones] Magic stone of Abyss(Lvl.10) 5%

[Stones] Magic stone of Devil (Lvl.10) 5%

[Stones] Magic stone of Guardian (Lvl.10) 5%

[Stones] Magic stone of IronShield (Lvl.10) 5%

[Stones] Magic stone of Sharpness (Lvl.10) 5%

[Scrolls] MP+2000 potion 10%

[Scrolls] HP+2000 potion 10%

[Scrolls] 20% damage increase/absorption scroll 10%

[Scrolls] 20% damage absorption scroll 10%

[Scrolls] 20% damage increase scroll 10%

[ADV] Advanced Elixir A (lv 10) 3%

[ADV] Advanced Elixir B (lv 10) 2%

[ADV] Advanced Elixir C (lv 10) 1%

[ADV] Advanced Elixir A (lv 10) 3%

[ADV] Advanced Elixir B (lv 10) 2%

[ADV] Advanced Elixir C (lv 10) 1%

[ADV] Advanced Elixir A (lv 10) 3%

[ADV] Advanced Elixir B (lv 10) 2%

[ADV] Advanced Elixir C (lv 10) 1%

[ADV] Advanced Elixir A (lv 10) 3%

[ADV] Advanced Elixir B (lv 10) 2%

[ADV] Advanced Elixir C (lv 10) 1%