

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.

Envy

Flame Mountain Dungeon Map



- Treasure Box



- Flame Cow King

Difficulty Levels

 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.

Revision #14

Created Sat, Oct 7, 2023 4:06 PM by [Navmesh](#)

Updated Sat, Oct 7, 2023 4:52 PM by [Navmesh](#)