

Overview

September:

- Growth system removal
- Goddess of Mist raid improvements

October:

- FFighter sprite revamp
- Jungcheon conference

November:

- KDNF Fest

December:

- Winter Fest

2025:

- January: **Jungcheon/Gravity Falls major update**
- Q1 2025: Venus Legion
- Q2 2025: Artificial God Nabel raid
- H1 2025: Skill system overhaul
- H2 2025: Delezie raid

New season coming in January 2025, major changes on all fronts of the game.

Note: no VOD as the stream was region locked outside Korea.

Current issues

- Fusion stone imprint

Context: a new system implemented with the recent Awakened Forest update is the fusion stone imprinting, where you can improve one of the three lines of fusion stones **randomly**. Only one of the three lines is DPS line so it's based on RNG and has no ceiling.

They admit it was a grave mistake, and promise they will never add another system with no ceiling like it. They can't redesign the system as it's been in place for a while now, so instead they will add a safety imprint system and also refund some materials for the players who have spent resources in this system.

- Awakened Forest extreme

Context: unlike Dusky Island C4, Awakened Forest extreme requires a tradable entry ticket. The recent economic issues brought about a situation where running extreme actually makes you lose money.

Tickets will no longer be consumed when entering extreme. Attempts will be free, and the same level of rewards as level 3 can be acquired with this free entry. Tickets will only be spent if you want to get unique rewards from extreme. Furthermore, token amount will be doubled.

- Mist raid (Update in September, test server August 28th)

Major buffs and improvements in plan:

Phase 1 overflow value 33% -> 70%

Phase 2 Lopez gimmicks & groggy time readjusted

Phase 3 Mu HP lock count reduced from 3 to 1

God weapon will no longer need weapon key held for 3 sec, dmg increased from 3% to 5%

As for the planned Mu hard, they're aware of the previous example with Bakal hard. For Mu hard, they will redesign phase 3 so that it involves all three parties actively engaging Mu herself.

Future plans - new season & region

2025 January: new season & region - Jungcheon/Gravity Falls

They understand that the current season based on customs & growth systems is filled with issues that require a more fundamental solution. As such, they are pulling the new season update significantly forward and the growth & customs systems will be removed.

Original plan:

Goddess of Mist hard -> Artificial God Nabel raid -> Jungcheon

New plan:

Goddess of Mist hard -> Jungcheon major update (January 2025)-> Venus Legion (Q1 2025) -> Artificial God Nabel raid (Q2 2025) -> Delezie raid (2nd half 2025)

- Growth system removal (September 5th)

Growth system will be completely removed and all gear values will be fixed to Seon lvl 60.

Internal data have revealed that only 10% of recent new players have remained, and they believe the majority of the cause is the convoluted growth and custom systems. This system has been at the core of the problems in the game right now, and attempting to fix and improve this system every major update cannot be a solution. As such, they decided to remove this system immediately.

They also took some time wondering whether the new raids with the current system can be enjoyable, and it did not take long to come to the conclusion that that won't be the case. That's why they decided to significantly change the order of the updates and completely uproot current systems.

As the system itself is getting removed, they're aware of the economic implications of this, and certain income resources of the game will get readjusted accordingly. This may take over multiple patches.

Furthermore, they want to make sure there's some [compensation and reward](#) for having completed the majority of the current season's contents. For those who have already finished all 60 growth, they've prepared an exclusive cosmetic reward: unique

2A cut-in, title and avatar + a new belt bead coming in the new season. They've also prepared a special shop where you can obtain specific rewards depending on your growth level (per character, not account).

As for sacrosanct gears, they'll try to make sure well-built sacrosanct will have at least some value when the new season arrives, but additionally they'll implement a system where sacrosanct gear can also be traded into some important mats in the new season.

Max level expansion is also coming with the new season.

Future and Nabel the Artificial God

They're moving away from beating around the bush on Seon and returning the spotlight and focus to the Apostles. They believe that the battle of harmony and disharmony that they've been trying to deliver hasn't been going so well, and will also renew the Seon story at a future point in 2025.

As for the new Artificial God raid, while there's a heavy relation with Mu, it will not be a Mu raid; it will be a completely new raid with new story with significant relation with a certain Apostle. The raid is over 50% finished, but they've paused its development and turned all resources and manpower into finishing up the new season.

The new Venus legion will be related to another Apostle that will make an appearance in Seon.

Character related news

- Internal standards

One of the major standards they've been using for balancing patches is how much classes do against specific monsters and skill ratio. They've brought an example chart based on the Moo raid (most of the specifics were omitted as it's supposedly internal secret data).

Some specific ranks asked by the viewers:

Vigilante and Hunter are at about 10~15th place.

1st place is Shadow Dance, summoner is also relatively high.

Kunoichi is at the bottom, and they've observed that there are some issues with her actual performance. They will be applying some emergency changes next week.

They realize that current numbers are definitely not balanced, but the differences are also not on the level of 40+% as some players have speculated.

They've been training an AI with machine learning so that they can better test and analyze high & low points and actual performance of classes.

- API reliance

They understand that players have been overly dependent on API sites to compare classes. However, this is blatantly impractical as they're just paper numbers dependent on gear setup, amplification, enchantments, classes' theoretical and practical performances. Furthermore, as these are not run by Neople but by individuals, they are susceptible to bias.

While they don't plan on implementing an official Neople API site, the removal of the custom system is a part of the endeavor to fix this issue. They will also design future gear with clearer intuition and improve ingame clarity so players will no longer need to blindly rely on these API sites.

- P2W aspects

A part of the issue was the cost of real money for certain aspects of skills (title and avatars). This has not only affected players' convenience but also their freedom in

balancing classes. As such, skill levels and effects on titles and avatars will be changeable for free (September 5th). Also no new BIS title in the next package.

- Skill functionality change system (H1 2025):

An overhaul on the skill system. Talismans, runes and TP will be removed.

- Avatars

They'd implemented 'Avatar of this month' to help players obtain old avatars, but this was still limited in its supply. They'll expand the supply with more tradable avatars. They'll also figure out some way to bring in avatars no longer in supply as well, but they are cautious as these hold enormous economic value.

Director Jong also had some ideas and pushed for some new avatars: bunny suits, racer girls, maids, and more.