

1. Overview

June: [Multi-thread client improvement](#)

July: [Ispins](#), Stormwrath, advanced dungeons improvement, training room renewal, [dungeon & life](#)

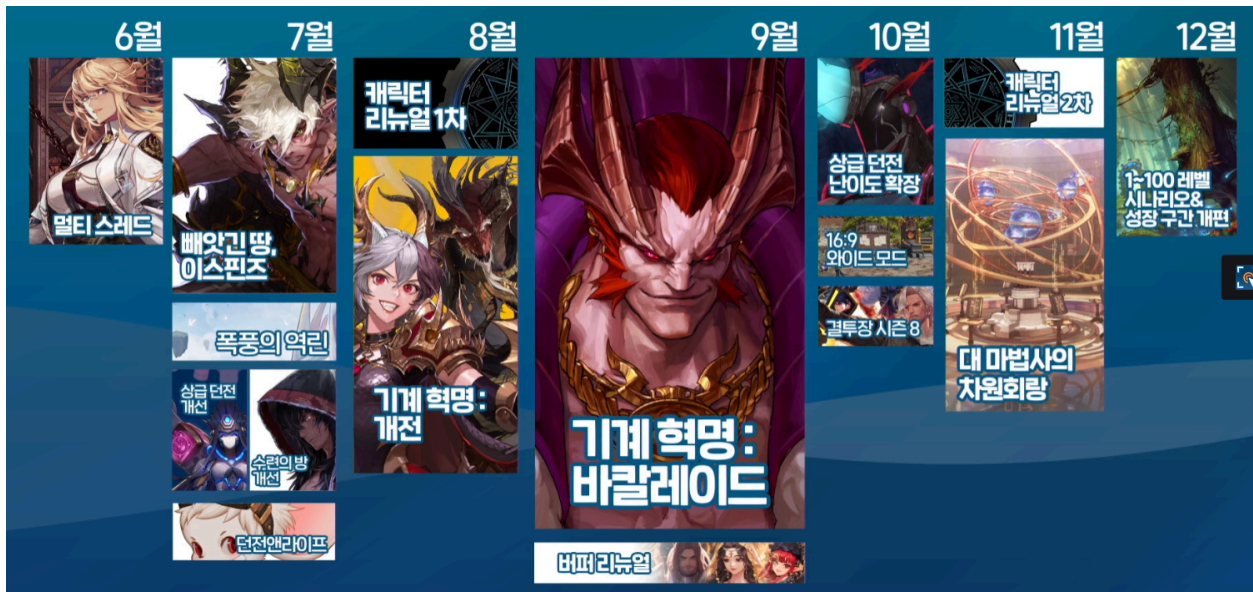
August: character renewal & balancing, [Bakal raid part 1 \(weekly dungeon\)](#)

September: Bakal raid part 2 (raid), buffers renewal

October: advanced dungeon expansion, [16:9 widescreen](#), PVP season 8

November: character renewal & balancing, Great mage's dimensional corridor

December: level 1~100 scenarios renewal



2.110 cap update followup

2.a Growth system

- Updates and patches to accelerate it were implemented too late. They admit they were being too cautious about it when they should've taken quick actions.
- Growth system was hardly used prior to the 26/5 patch (growth discount patch). They plan on refunding the golden beryls (110 aiolites, kinda) to the players.
- (KDNF specific stuff) Customer service refunds/helps have been limited this cap as too many players were running into troubles using growth systems. They're going to improve the UI to make it more intuitive.

2.b Character balancing

- Character balance must take gears and dungeons into consideration. But they weren't able to keep up with the sudden change of meta and they haven't been able to do a good job of keeping up with their own standards.
- Buffer & DPS draught: lower difficulties don't have enough buffers, higher difficulties don't have enough DPS. Dungeons cannot be balanced without buffers in account as they give so much dmg (almost 10 times with base buff, 20 times with 1a).
- They'll try and improve the buffer population by revamping their gameplay to make them more engaging/fun to play. Will happen sometime in September.
- Asura nerf + various buffs, balancing and renewal in plan

2.c Incapacitation gauge

- The point of the incapacitation gauge was for the players to be able to actively apply groggy and by extension improve the action aspect of the game. But as there are limited methods to deplete the gauge, characters with relevant tools (ex: SB, asura) became OP. Character balancing is in plan, with a nerf for asura and buffs for some characters that aren't doing so well.
- Incapacitation gauge will be changed so that it's affected by all attacks and gauge depletion rate will be rebalanced. They hope to reduce the gap between classes and also eventually completely replace the groggy system with incapacitation.
- They are looking for other ways to apply the incapacitation gauge, such as it being connected to certain patterns (like the original groggy system) or depletion rate decreasing every instance.

2.d Gear balancing

- Decisive weapons: they admit it's a big problem, and that it's completely ruined the balance with some unexpected synergies of classes, gears and dungeon meta.

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- Origin weapon will be buffed a bit and some of the decisive weapons (especially the ones that aren't popularly used) will have their options changed (SB's in particular will be nerfed).
- Skill customizing gear such as talisman and decisive weapons have the merit of being creative and fun, but they also have the problem of characters being skewed when those gears disappear. As weapons would only last a season, they wanted to try something more bold and if necessary move some of its options to the characters via balancing. They realize this hasn't worked out, and they're sorry.
- Some setups (like sleep and petrification) have been designed with future contents such as Ispins and Bakal raid in mind, but obviously they haven't been able to serve the current meta and have been neglected.
- More gear balance incoming to completely revamp unused gears. Internal testing shows that many weaker setups will be vastly improved to be not far behind MP consume + ailment setup (current meta setup).

2.e Dungeon balancing

- Nassau forest is run vastly more than any other dungeon as its mobs have less HP than those of the other dungeons. Furthermore, the belt and shoes of the MP consume pieces also drop in Nassau. Dungeons will be nerfed/rebalanced to reduce players' fatigue and alleviate this problem.
- Advanced dungeons improvement: golden beryls will be usable to buy the tickets to reduce reliance on burning through fp in normal dungeons to get play points. Tradable golden beryls will also drop guaranteed to stabilize the economy.
- Advanced dungeon expansion: Master difficulty will be updated in the future to improve its playability at the point where it starts lagging behind the legion dungeons. Tickets will have effects imbued that may improve rewards, buff players and enemies. Won't be a 'new' content that must be played.
- Lab of the Meisters: was harder than it should've been as they changed its design from a weekly dungeon to an advanced dungeon during development. Will be massively nerfed to better fit the position & let the players have their revenge.

3. Future contents

3.a Legion dungeon: Ispins

- July 7th update
- You'll be able to pick 'cards' that affect difficulty and rewards (ex: increased ailment damage, time limit, limited consumable use).
- Rewards: accessory fusion epics (like Ozma or Sirocco, will have no set effects), new fixed option epics
- Fused epics will not drop and can only be bought by mats.
- Mats will be used for more than just buying the epics (enchantment cards, etc).
- Weekly entry
- Entry fame will be about Lab of the Meisters master, solo also available

3.b Stormwrath

- Intermediate dungeon to lubricate gear leveling & farming process

3.c Dungeon & Life

- July 7th update
- Concept is still the same as last time, chill content with a housing system with various cosmetic crafting.
- Will also have consumable crafting.

3.d Machine Revolution: War opening / Bakal raid

- Will have 2 parts: War opening / Bakal raid
- Part 1 war opening will be a warm up/practice for the actual raid. 1~4 players. Will be a 'simpler' version of the raid. Almost all the rewards of the regular raid will be obtainable, but will take longer to grad. Bakal won't make an appearance.
- Part 2 will be the actual raid, 12 players. Player communication will be very important™. Prepare to face the dragon king.
- War opening and Bakal raid will have shared weekly entries.
- Rewards: 3 weapons (fixed dps weapons like origin weapon), weapon fusion epic, armor fusion epics
- Fusion epics won't drop randomly, can be purchased with mats (same as Ispins).

3.e Legion dungeon: Great Mage's dimensional corridor

- New legion dungeon after Bakal raid
- Planned to be a lubricant to help raid entry for new players / farm mats for endgame players

4. Other changes

- Play point changes: reliance on raw fp consumption will be reduced and more will be given out through limited missions.
- Custom legendaries improvement: custom legendaries will get an option reroll system, options can be rerolled a limited number of times. Reroll count will reset upon being resealed.
- Training room changes: massive revamp (ex: enchantment tryout) to help players try out new gears and setups
- 16:9 widescreen update: instead of just the zoomed-in/out screen, background sprites will be retouched to improve visuals.
- PVP update: new season. Massive gameplay update, spectre & blitz coming as well
- 1~100 level scenario renewal: not a retcon, will attempt to update the story progression and apply the growth concept of 110 scenarios.
- Multi-thread client improvement: June 30th update. Lag improvement, frame improvement, input lagging improvement.
- 3a shortening canceled: a lotta players liked it as is and it turned out to cost too much resources.
- Delayed damage from status ailments: they understand it doesn't really match with the action aspect of the game. They can't give out a solid answer yet, but they recognize the problem and are looking for ways to fix it.

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5. Q&A

Should buffers farm multiple sets for buffing & damage after the revamp?

- No, they'll make sure the class & gears balancing will prevent this.

Will dungeon & life consumables be tradable?

- Yes they will be tradable.

+14 reinforce & +12 amp for clears kek.

- No, Bakal raid will never be balanced around amps

Farming custom epics is too hard.

- I agree, we'll eventually add more sources to farm it. If necessary we'll also consider and add new systems for it. Also they have no plans of adding new custom epics.

PVP arena too smol.

- With 16:9 widescreen update they'll improve PVP visuals as well.

Mslayer/ffighter new sprites when (DFO mobile sprites)

- They're working on it. There are a crapton of sprites so it's taking some effort, but they are working hard. **Very hard**. Probably next year. In case anyone asks: no it won't be some paid thing, it'll be an actual, free update.