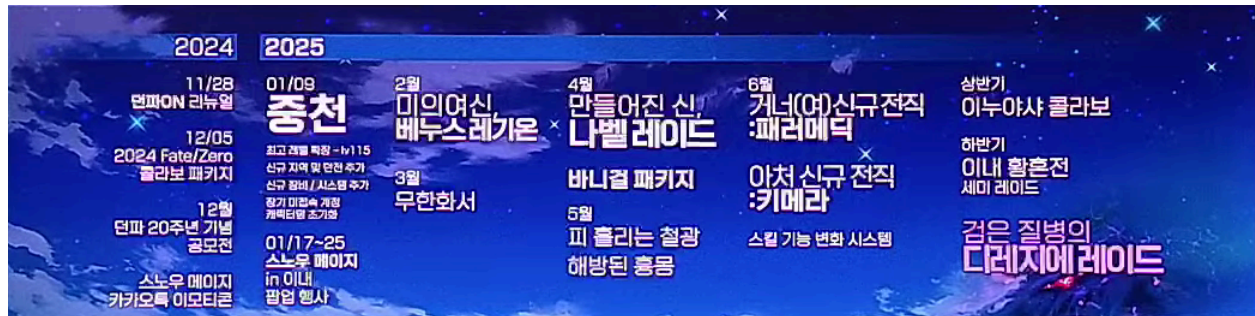


Overview

VOD: <https://www.youtube.com/live/OuyBGUzyZCY>

Update overview page: <https://df.nexon.com/pg/intothejoongcheon>



- December 2024: Fate/Zero collab rerun
- January 2025: Gravity Falls update
- February: Venus legion
- March: Infinite inflorescence
- April: Nabel, the created god raid
- May: Bleeding Mines/Liberated Nightmares
- June: Paramedic & Chimera, skill functionality change system
- 1st half 2025: Inuyasha collab
- 2nd half 2025: Ine: Twilight semi-raid, Delezie raid

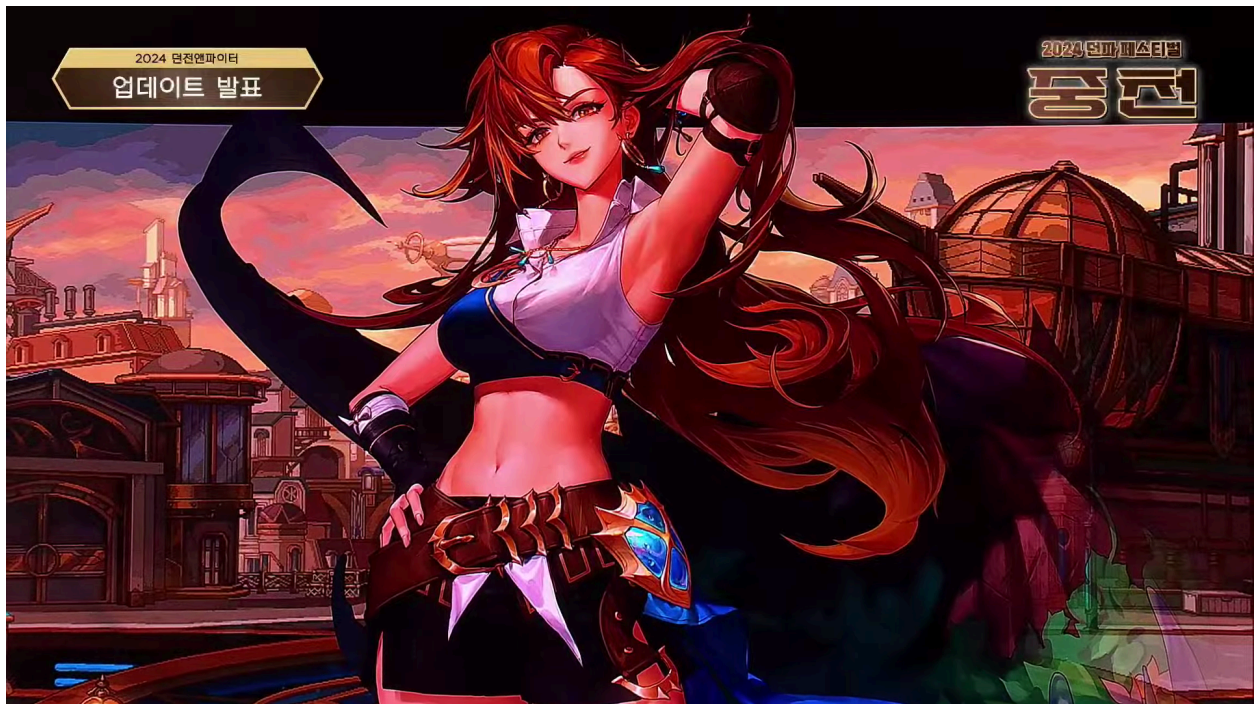
Note: the showcase was delayed by 2 hours 45 minutes because of a bomb threat. The CDFN showcase happened as scheduled, but I didn't watch it and waited for the KDNF showcase to happen, so this translation is coming out a bit late. Sorry for the delay.

Lore

[15:35 on VOD](#)

The Adventurers have been on a long journey. From Wespeace lighthouse to discovering Seon, clashing against the Maleficents and Vanitas, until eventually stopping Mu's rampage. After learning the truth about the AntiEnbi, the Adventurers will continue their journey to stop Delezie's return.

But first, we must journey into the lands of tribulation, the deepest depth below Gravity Falls.

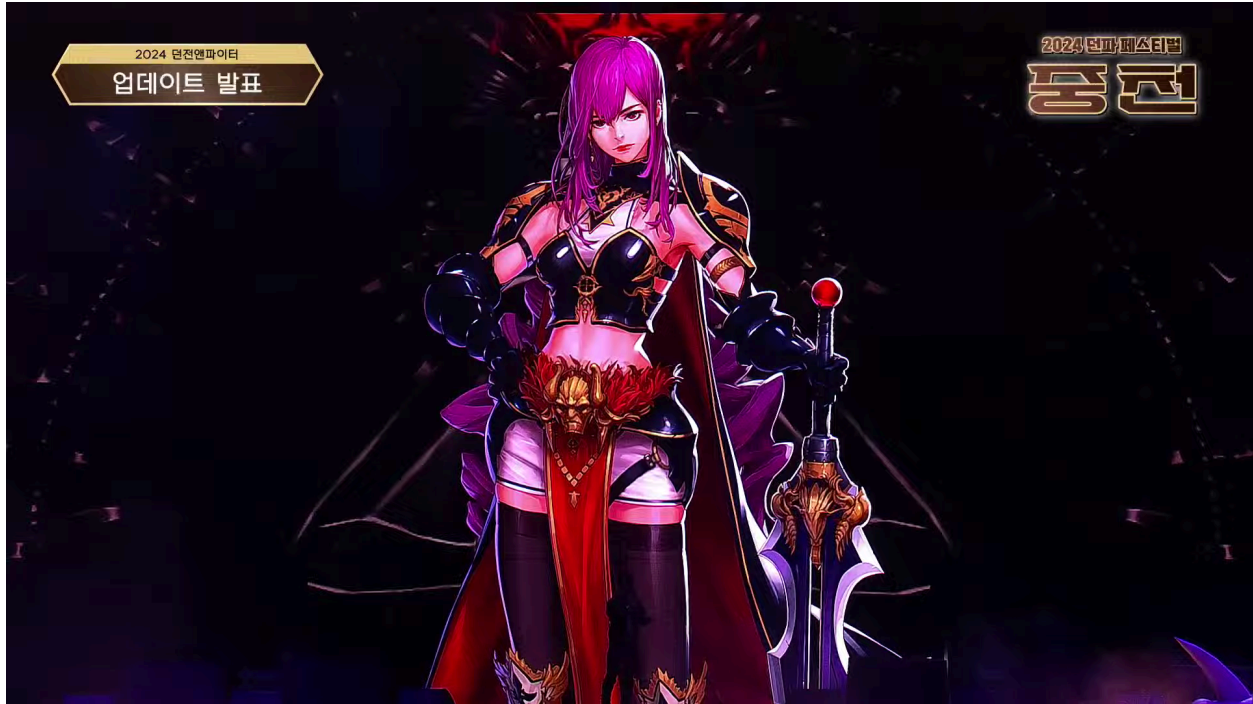


Keepers of the Land. Protectors of promises and harmony. We meet Camerin, Ine's Keeper of the Land, and arrive in Ine. Here, we witness the fruitions of Keldon Xavi and his Golden Age of Machines. But while it is safe here, other places of Gravity Falls are exposed to danger from the invasion of Maleficents.

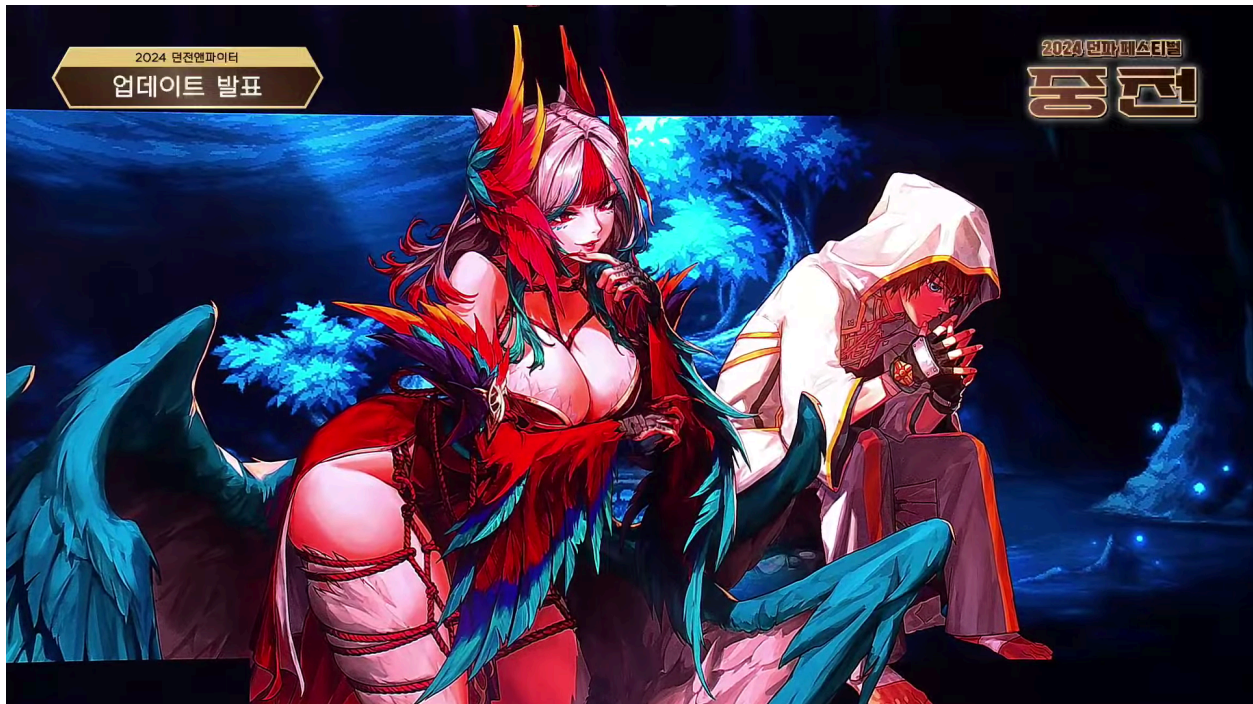
And now, Delezie returns from the dimensional storm, looking to devour Seon and all in it, including the Adventurers.

Our first step of facing him takes us to the Shimmering Archipelago. Traveling through here on a flying ship has become impossible with the recent rampage of the horned beasts and emerging maleficents. The Adventurers make a stop at Bleeding Mines, where the people around it mine crimson colored minerals, as its name suggests. However, as if it's already been attacked by the maleficents, the Adventurers find no one except a child.

As they return to the Archipelago, they meet an old friend.



Greeted by Adras and the Knights of Usir again, the Adventurers come to learn about the Bystanders of Death, a faction of the Knights of Usir. With them, the Adventurers venture into the Temple of the Goddess of Death to look for solutions.



Here, the Adventurers meet Michael in recovery and Rubra the Profane, one of the Five Maleficents of Tribulation. As per the Maleficents' plan, Rubra attempts to burn down the temple, and the Adventurers must stop her.

Back on Ine, the Adventurers decide to reclaim Azure Mane, the Blue Hawks' flagship. They encounter the crews of Azure Mane turned to Maleficents, and even Kraken, a corrupted horned beast. With the Adventurers at the center, the Hunters and Blue Hawks cooperate to stand against the Maleficents. The Adventurers venture deeper into the Gravity Falls, past the Moon-Drowning lake, where the Moon Hunters are facing creatures crazed by Delezie's energy.

This is where the Adventurers may finally set their first steps on the lands of Tribulation.



Dungeons

Advanced Dungeons



5 Advanced Dungeons

Memories of White Sea: WCV & Solidaris

- Bridging dungeons for very early farming phase. Will be simplified and a lot easier compared to their original versions.
- A prototype to the Room of Dreams, where you refight enemies from the past.

[Moon lake. Azure Mane. Temple of the Goddess of Death](#)

- The true Advanced Dungeons of Gravity Falls.
- Will not have different levels of difficulty like older Advanced Dungeons did.
- Playtime will decrease significantly once you reach a certain level of power

Endgame Dungeons



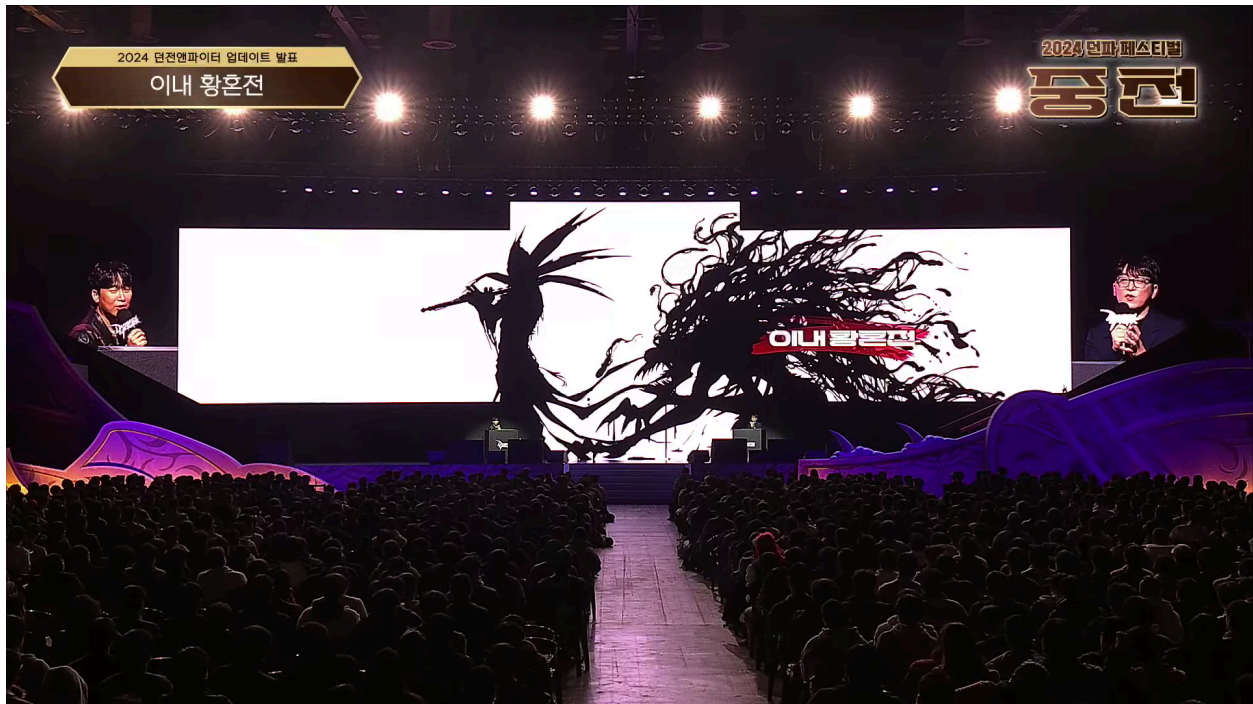
[Venus Legion](#)

- The Adventurers face her in her temple on a Behemoth's back.
- Rudith & Sereina: followers of Venus that work together against the players. However, their cooperation isn't the best, and players may exploit some gimmicks to force them to attack each other.
- Like Dusky Island or Awakening Forest, Venus: Descent will be the extreme challenge of this Legion. This will be the last time they make an extreme legion dungeon, and they'll make new forms of challenges in the future, the first of which is scheduled to come in May.
- Rewards: armor fusion stones, singular gear



Nabel raid

- Gravity Falls will get swallowed by Delezie, and the Adventurers will fall into Nabel's memories.
- Players will learn some secrets of the artificial gods and their relation to Carloso.
- Players will ultimately learn about Hilder's goal from this raid.



Ine: Twilight

- A semi-raid where you fight Delezie's minions.
- A demonstration of destruction that Delezie can cause, both lorewise and system-wise.
- Old enemies that the players have seen in the past will make their return.

Other Dungeons

6 normal dungeons

- Shimmering Archipelago
- Hall of Quietude
- Cruel Beast
- Heart of Blue Sea
- Starfall Forest
- Pathfinder River

2 Gold farming dungeons

- Maleficent energy trace: free entry but small income
- Maleficent hunt: requires entry mat but bigger income

In Seon, there were some issues of balancing spending & earning gold. In many phases of the season, there were moments where players were required to spend a sizable amount of resources, and gold farming dungeons were added in response.

In Gravity Falls, in exchange for lower overall gold income, there won't be any system that has significant gold spendage.

They are also trying to spread out gold income across different dungeons and contents in Gravity Falls. For example, tradable entry tickets may drop in dungeons.



Hell mode: Worshiper of Extinction

- [No more retries or rebuffs](#): just keep running to run the dungeon over and over.
- Several accumulation systems that may lead to jackpot drops and surprises

In Seon, the range of fame growth was so big that it required multiple different dungeons for different phases of gearing.

There won't be such a divide in Gravity Falls. Players will farm gear from main content dungeons, with more difficult dungeons yielding better rewards. WoE will act as both the starting point and also an opportunity for any player to get big drops without running such contents, giving all players equal opportunity.

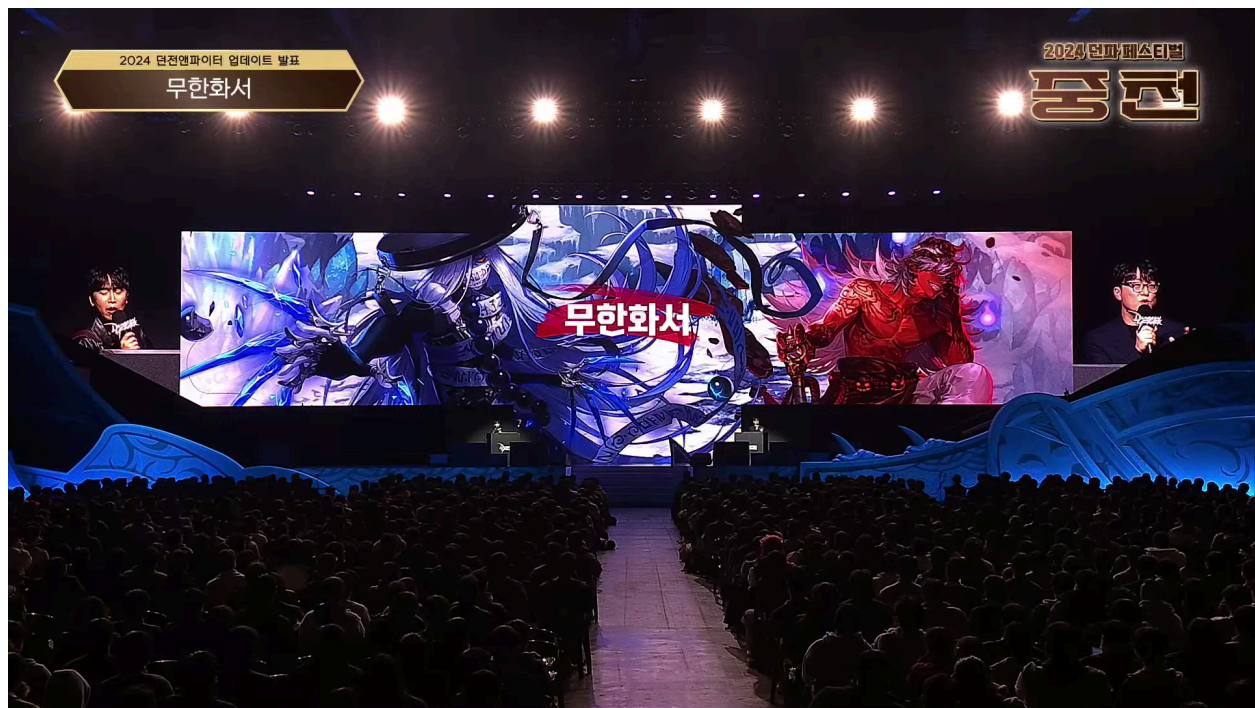
Bleeding mines

- Farm multiple alts simultaneously.
- Consists of 3 floors, 4 dungeons in each floor. System is similar to a relay race: players can allocate their characters to each dungeon.
- Accumulate rewards across multiple alts and distribute them as you want (Noblesse Code style).



Memories of Paragon

- A monthly dungeon where the players can test themselves through 10 levels of difficulty
- Will have no coin limits, but will have time limit, effectively being a DPS test
- Rewards include Lvl 115 gear pots, from unique to epic

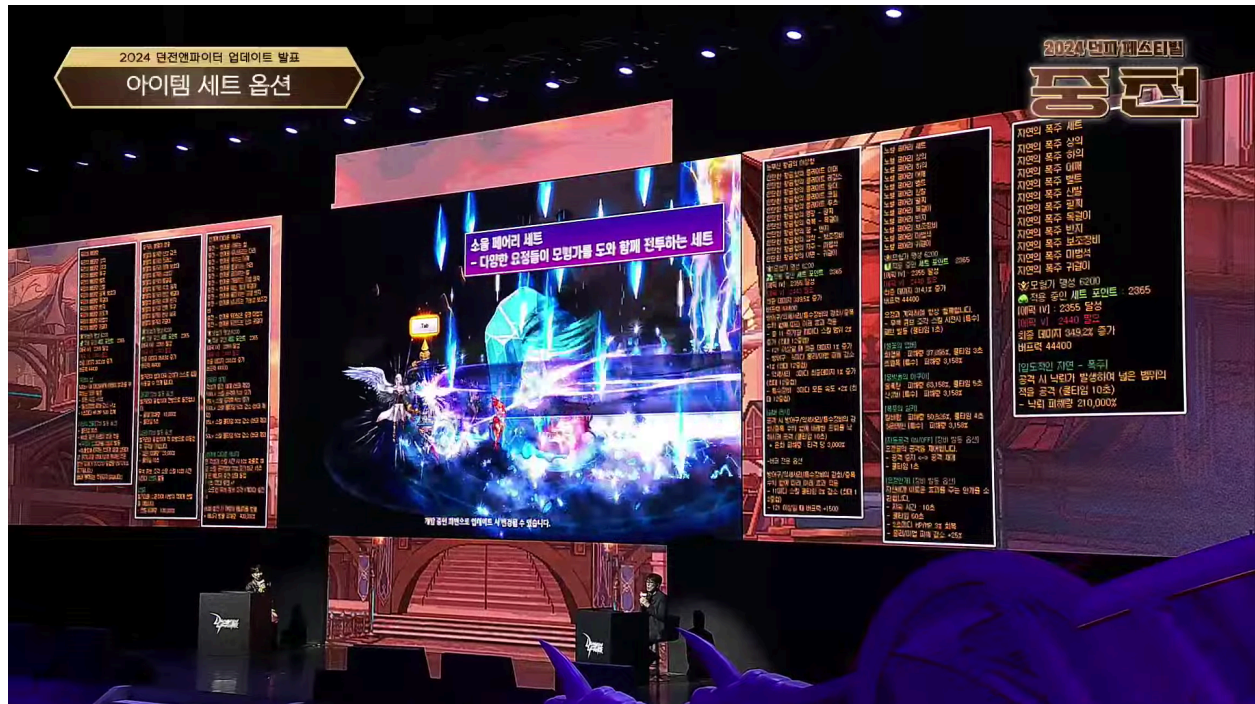


Infinite inflorescence

- A side story that's not directly tied to the main Delezie story.
- Fight beings from different dimensions for unexpected rewards.
- A solo play content that focuses on exploration (Forgotten Land/Aeterna style)

Farming & Gear

Gearing system



Focus: intuitiveness and simplicity

The farming process is simple: run a dungeon, then obtain gear, then run higher dungeons. No inbetween processes such as rerolling custom epics. It will have a very intuitive and direct flow of WoE → Advanced Dungeons → Legion → Raid. All dungeons will have the same list of gears that drop, only difference in rate (higher dungeons will naturally have higher chance to drop gears of higher rarity).

Overall, all gears from rare to primeval will have their uses. Epic will no longer be so common that everyone has full sets of them.

New gear souls will also be introduced; these only drop from disassembling Gravity Falls gear. Current gear souls will be classified as old souls, and while not directly usable in gear related systems, they will have other uses such as being used to enter Worshippers of Extinction.

Inheritance will stay, and you can also inherit enchantments on a lvl 115 back onto a lvl 110 gear.

Gear simulation is also in preparation, a system where you can try out whatever gear you want and compare their values.

New Gears & Changes

- 12 sets with distinct set effects
- Set point: gears of unique and higher rarity will have designated set points. Set points accumulate and improve set effects.
- Armory: Disassemble gear to register them to the armory, and equip them directly out of the armory. Players can also compare sets more easily with a very clear display of set points.
- Calibration: gears can be calibrated to improve their set points. This can be used as a stepping stone if you're missing very few set points for the next threshold.
- Rank up: once a gear has been calibrated 3 times, it can be upgraded to the next rarity, up to epic.
- Primeval gears will only exist on the accessory slots, and you cannot rank up into them.
- Fusion stones will still be a system in Gravity Falls. It's an established system that's hard to immediately replace, and they plan on changing it out with something else over time.
- Fusion stone engraving (a system from Awakening Forest) will not make a return.
- Independent gear: a class of gear (not rarity) that is a sort of general gear. It is slightly weaker than other gears, but it can be used with any set.
- Singular gear: a class of gear (not rarity) that is the true end gear from legions and raids. Will have no set points but extremely powerful options.

New Weapons & Changes

- Normal weapons: only has overall damage and buff power. A weapon will exist for each rarity, and simply replace one with a weapon of higher rarity.
- Legacy weapons: reimagination of epic weapons throughout history of the game. They won't just have stats relevant to current dungeons, but also [very unique indungeon effects](#). Can be used by any class regardless of weapon type.
- Weapon mastery revamp: weapon mastery is being changed so that classes can equip a wider range of weapons instead of being forced into a certain kind.
- Mist God weapon upgrade: fully upgraded Mist God weapon will be comparable to the new legendary weapon, effective even in Nabel raid.

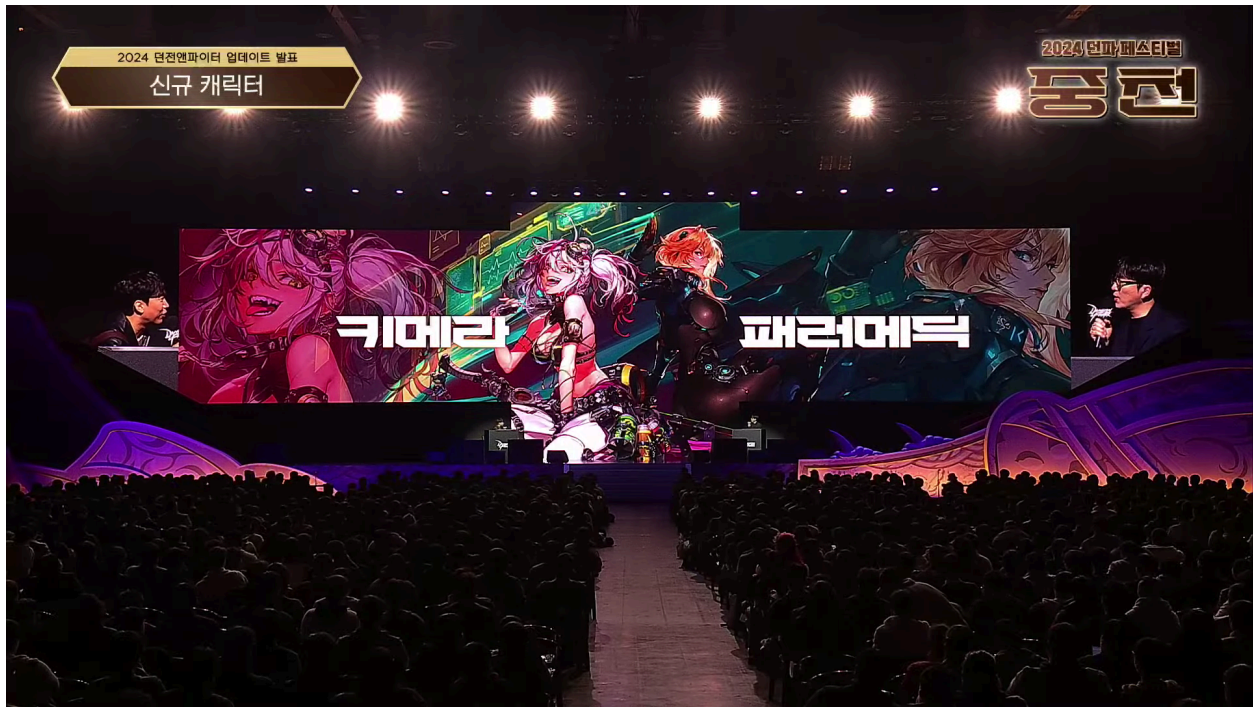
Other changes

A plethora of changes to preexisting systems are in plan to streamline the overall experience.

<https://df.nexon.com/pg/intothejoongcheon/sub1>

- God of Mist/Awakening Forest reward change
- Codename: Gaebolg removal (rewards moved to another Gravity Falls dungeon)
- Old dungeons epic drop rate change
- Tokens removal
- Old epic gear boxes removal & guild shop changes
- Subtrait removal (some effects will be moved to Gravity Falls gears)
- Abyss swap changes: basic Abyss swap will become default value and will be removed. 105 unique Abyss swaps will still be better and usable if you have them.
- Temporary easing of rune/talisman system before skill functionality change update
- Fame revamp: fame values will be recalculated and rescaled so that it'll return to being a representation of player power.
- Amplification revamp: a very small amount of overall damage will be added from +10 amplification (0.2% for +10, 0.4% for +11). This is to add some return to amplification, which has become too weak over the years. They understand that this is a very sensitive matter, and they promise to take action cautiously and prepare a satisfactory change.
- Neutralization change: damage will directly translate into neutralization damage. In other words, higher damage means higher neutralization.
- Counter system change: mobs will stop constantly being in counter state and it'll only take effect in very specific situations.
- Various UI & UX visual improvements
- Quest skip & replay improvements
- Guide system improvements

New classes



Update: June 2025

Female Gunner: [Paramedic](#)

- Buffer
- 1st Awakening: Skipper / 2nd Awakening: Coronis
- Automatically 'transforms' into a suit and has unique indungeon motions.
- Focus on a fast-paced experience and one that is unique compared to other female gunners as well.
- Unique system: calibration. Calibrated party members will receive paramedic's buffs no matter where they are, even in a different room like in Bakal raid.
- Instead of heals, focuses on shields that prevent damage beforehand. Shields scale according to the target player's hp and will stack over multiple uses.

Archer: [Chimera](#)

- DPS
- 1st Awakening: Cyclops / 2nd Awakening: Hydra
- A mechanic from Gravity Falls. Similar to witch, maniacal mad scientist vibes.
- Unique system: recycling. Chimera throws weapons with her skills, and these weapons remain on the ground after being thrown. She can pick up these weapons to reduce cooldowns of the corresponding skill. Will also have certain skills for picking up weapons.