8:00 PM EST - Dnf Winter Festival Starts
9:00 PM EST - Main Information

Misc Junk before the stream
-No chairs (again); 찰파
-If you have any questions, send to alchemic
-They sold out; thought bad weather would mean bad turnout, but no.
-MC wants people to tell him he looks good~

True DNF festival:

-Level 100 cap!
Let's see what level 100 cap means. It's not just a level increase: all of dfo is going to be changing in some way, so let's go into the specifics. We're going back to ghent!

There's a new story starting in ghent. You will be fighting Hiram and a new lady.

Chest town: Ozma and Micheala, this is where they were restricted. You'll be working with the priests and missionaries. These bosses are coming back with suspicious movements and you'll be fighting them.

Going back to west coast: After Sarpoza exploded, this part of the town got destroyed. The priest, suju, the bantu, the adventurers, the imperial forces, and the dark elves are all coming back together. All of this is because of Kashipa war: the explosion of the abyss caused a temporal flux in Arad. We can go see 3 different events because of the flux.

The oculus: Sanctuary of Rebirth, A curse of Bloody Fruit (Kashipa), Storm Lane. Looking for the truth behind the portal. These 3 areas are the focus behind 100 cap.

Items
-you'll be using these uniques for leveling new characters

after uniques comes legendaries
-Much like uniques, legendaries have been invalidated. New Legendaries are reowkred into actual legendary items. Lv 100 legendaries = Tay equipment.
-Drop rates will be buffed.

People are wondering about new epics. We didn't forget last times promise: NO EQUIPMENT RESET. All items will be upgradeable. You can imprint everything.

Example of new epics: Fortune's triangle.

2 different weapon types
15 armor
4 accessories
4 specials

Focusing on the fun aspect. You're curious about the options?
-Skill levels? Level 100 skills +2!
-if you use potions: increases healing by 5%.

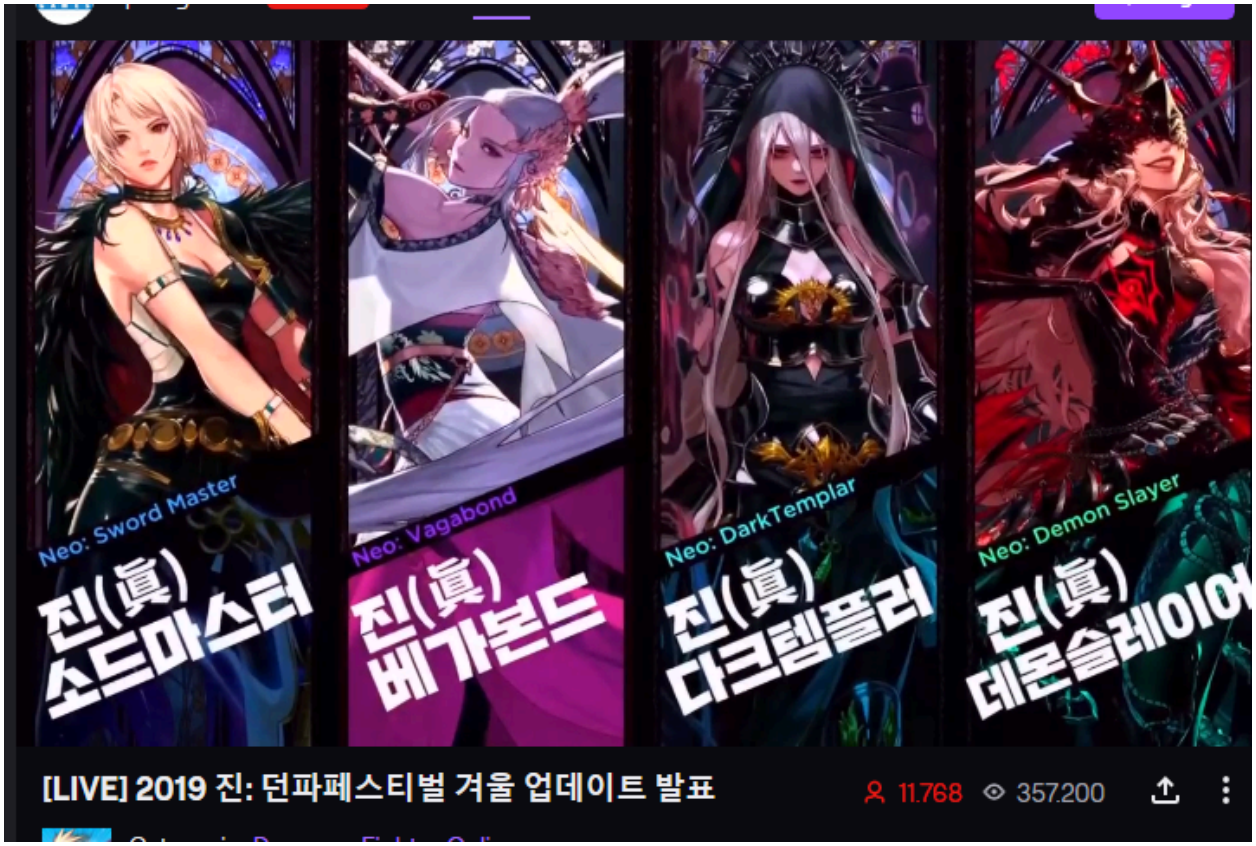
Current sets 5/3/3. New: you can craft your own set effects: 32/3/3/3, 3/2/2/2/2, 2/2/2/2/3. People complaining epics are uniform, but now you can customise your sets. Out of the epics sets we introduce: there's a new item.

The next item i'm introducing is a new epic: you can get this epic during the new content or hell party. No set effect. You can exchange epics? We're changing everything you know about epics.

You can trade it between players or sell it on auction hall. Because epic sets are only so meaningful, right now in hell parties you can only get random stuff, so you can trade it. Auction hall epics/tradeable.

Rings that have stuff like counterdamage = 40% additional damage. Equipment rank: equipment from rank 0 - 5; when you get ank 5, 150 int/str, rank 5 18% elenore. All the bonus damage effects regardless of counter.

3rd awakening: true awakening (neo) for female slayer (Jan 9th). Male fighters: feb 6th. We're showing off next advancement.





KANG JO HO! AND HE’S BROUGHT A NEW CHAR: CHAIR!

“I’ve only covered slight amounts of these topics, but hopefully we will go in depth and the director goes in depth.”

“After being Sarpoza and Soldoros left Despair, the story starts here.This will cover new problems arising in arad. I’m curious about where we’re going next. After exploring many many places, we’re coming back. This will focus on the entirity of arad instead of specific places. New ability to move around called ‘closea?’ ”

Custom machine: riding effects. Visuals. Places you can depart, can go to places to places like underfoot. Connects all the places, this will cover the (town) mobility for 100 cap.

Palacea: Ghent will be the start of your 100 cap journey. Can be done alongside pandemonium story.

Hiram uses modified operation raze. Cyrus is also a boss. F mech who uses both fmech 2a, Tx-80, and raptor.

The next area: land of memories and place without ground. Grim seekers are taking over this area. “I’m curious about the person with the beard.” (features dimension walker type boss) Nilvas appears with dark sader skills and unique avenger form and m grap 2a.

Next area: black temple and basement of pain. Grim seekers are here.

Basement of pain: lava level with rock bridge. Boss is Mandarin.

Black Temple: dark looking temple. bosses: Rosenburg, Lilac(?).

New system? Many difficulties and special rewards. Is it road difficulty? All upcoming dungeons will have multiple difficulties. You can pick these dungeon based off your gear level, play in party, or solo.

New dungeons drop unique legendaries and epics. Farming will be different dungeon-to-dungeon. The correct materials from farming the dungeons will be rewarded.

Oculus: Sanctuary of Revival. Depending on difficulty, enemies will be different(?). Volcano spiders, poison queen Louise. Different floors, depending on floor there are different monsters. Esura (pointy hat man). Oculus is the most difficult dungeon so far in 100 cap. Rewards include epic pots and upgrade mats.

After confinement of abaddon, there are 2 more towers plans. These towers give a chance to get 100 epics. (The story is that these people are following solderos).

“Part of these will look familiar to you: all the npcs have been revamped for these new towers.”

Everything up to now is farming.
“There are a lot of events going on in the vortex. This is for fast leveling and gaining gold: you’ll see a lot of old dungeons. Let’s see what it is:”

New boss is a new beast: you go through old maps to chase it down.

“What about the curse one? You’re going to look for this rare material, red material goes black, monsters get stronger as materials get darker. If you defeat strong monsters, you get rewards.”

Basement floor 20. Alissa aden. Silver reward box. Lot of things coming up.

“We’re curious to see how this will update.”

Items
“I went back to horrible areas and bad ui for this”
“we got a lot of feedback on 95 farming. The gearing process lowered the excitement of gaining pieces from hells. People are a bit upset at 100 items.upgrading. If you miss a day’s worth of farming, you fall behind. Many think of 100 cap farming as homework, so we’re focusing on the fun of obtaining individual items, instead of constant grind. Auction hall, gaining items from hells; they contradict each other, we’re taking that into consideration. People were worried about reset.”

Upgrading: “items that you’ve been using, when you hit cap, will they upgrade? You can turn 95 gear into 100 set items.”

“But how? Basement of pain, oculus, and black temple: you can get materials to upgrade 95 gear to 100 gear.”

Imprinting: “How do people feel about imprinting? Imprinting lets you conserve the value of your items; reinforcement, amps, enchants, refining, all those things can be conserved. Can turn prey weapon into lv100 weapon. And you can pick if you want to conserve these thing; all other pieces, you can imprint. This is us trying to deal with the worries of dfo players; this is about conserving old gear.”

“There’s a lot of gear being added in lv100 cap. You can move enchants from lv100 unique items -> lv 100 legendary -> lv 100 epics. If it’s cheap, it’s great, but if it’s expensive no one would use it. So we’re making this as low material cost as well.”

“This is why we need the imprinting. Since everyone got the same items, I think it ruined the overall fun of the game, so we’re making the new sets varied and exciting. If you didn’t have tay plate, you couldn’t make it. Hopefully new items will combat that idea.”

“Tradeable epics. If you think about epics, you gain it by hard work. Must be self-obtainable and hard to get; we’re adding SOME tradeable epics. These will be standalone epic pieces. Do i have throw away my set effect for this item? If you’re missing a piece, you can use these individual epics, or use these items while leveling. 3pc specials, 3pc accessories are strongest, but other set effects will still be useful while gearing. You cannot reinforce or amp these pieces, instead there’s a rank system. You can add more things to the epic by ranking it up.”

New item tier? God tier. (O no).

“As epics get account bound, there’s no special items that people want for prestige. These are useable in combination with epic set effects. Only ONE god tier item can be in each set. You can only equip ONE god tier item. Even if you have multiple, you can only equip one. These are obtainable in every area where you can get epics. It will continue to have epic tier/additional set effect, making them all a bit stronger.”

“In 95 cap, it’s just 5/3/3. Now we’re having different effects. Now all have 2pc effects. Armor, accs, specials. There will be effects between all 3 areas. This isn’t how we normally see sets, but there are a lot of changes coming up. This means the number of complete sets will increase; not only sets, but those individual sets, but god tier items will help with this new setup.

“5pc armor, 2pc acc, 2 pc earring/ring, 1 god piece top. There’s no BiS setup now, there is a setup that will match your playstyle best. Hopefully.”

Contents

“Not necessarily ‘new’ content, but stuff people are interested in.”

Explorer club challenge: to make explorer club interesting, we’re adding goals per character. There’s avatar rewards/visual rewards.

UI renewal: Character select will be different. You can customize your character select. Can select background. Series’ room will be different. Interface revamped. Focus for combat. Quick slots: 14 slots (hotkeys). You can see rewards immediately. This will be welcoming for people who want to see the whole board, and the quick slot is useful for people with slow hands.

Pvp season 7: we have changed item differences. Items no longer affect pvp. Lancers, agents(?), ghost blade, and enchantress added to pvp. Reworking pvp to add QoL.

Avatar cointents: avatar market. Make avatars tradeable easily. Can trade avatars in full sets instead of individually. You can see all the avatars from the past. Top 3 fashion people (per month?Week?) will be put into a hall of fame so you can show off your avatars.

3rd awakening/True awakening: solderos took 2000 years to defeat kaine. After seeing his true power and defeating isys, you will focus on getting your 3rd awakening. People were excited to see Soldoro's 3rd awakening, people wanted more.

In-game play footage. Fully animated cut-ins for 3rd awakenings, additional changes to old skills.

This is not just female slayers. How do you feel about the reaction? What about my sub-class? For those people: we wanted this to be a super high quality advancement. We'll be doing this sequentially, please wait patiently.

People are more and more wanting to see true awakenings, please tell us more. As these are sequential. We are adding passives to those without true awakenings until their true awakenings to minimize differences. People won't feel they're too much weaker, so instead we'll try to shrink that with the new passive.

All this new Content, Jan 9th/Feb 6th for f slayer and m fighter.

People are thinking when is all this coming out. Release dates? New dungeons, items, systems: Jan 9th, ALL AT ONCE. HITTING TEST SERVER IN 5 DAYS. pvp season 7 in april. (LOOOOOOOOL).

Rare Avatars? What is this? In the festival because it's such an important thing and this is the start of the true awakenings, to thank everyone, everyone at the festival get free rares.

There's a long road ahead. We're focused on the fun of the game, we're hoping to get you a lot more stuff. There's one final footage to show off.

SIROCCO RAID (coming soon)!

We do not want to disappoint you to the very end.