

A Dragon Knight's Guide

Update

Updating - VP info is updated. VP will not get any gif anytime soon because I am lazy, but I will get it done by the end of the year.

Prologue

This is not a how to play Dragon Knight's Guide, but rather how to play Dragon Knight like me guide. However, I will try to keep the guide as neutral as possible so you can get a sense of what this class is capable of, and maybe develop your own style to play our lovely dragon waifu and deny Astra from stealing our lunch.



Lore



Base class: Knight

Advance class: Dragon Knight

1st Awakening: Braveheart

2nd Awakening: Dreadnought

3rd Awakening: Neo: Dragon Knight

As a knight, she is a reflection of Nemyr and with the sole purpose to find the Great Lord Carloso (AKA [the slayers](#))

As Dragon Knights, they were Bakal's fearless army. But ever since the foolish Dragon King sold them out to the Dark Elf and opened the dimension portal which cost Dragon Knights life, they no longer followed Bakal's command.

From lore perspective, each knight can rival the [apostles](#), of course the Dragon Knight with Astra can go up against Bakal alone. ~~It takes all four knights to face Grandpa Luke, thus Luke is the strongest.~~

Full character lore for [Knight](#) and [Dragon Knight](#) can be read at DFO Wiki

In Game

Updated: 1/25/23

KDNF buffs Dragon Knight again after 3 months on the October update. This time just around 8% with some changes. With Piercing Horn rework, now all of Dragon Knight's skills can be cast in air (finally!!!). The other change is Dragon Sorties now can cast the solo version if you just stand on the ground.

Also, we finally get the first buff with the Gaebolg update. Beside the range increase and the damage buff, one noticeable change is Dragon Token. Now we have the float mechanic like Witch.

Class Information

Armor: Light Armor

Weapon: Katana

Stat: Independent attack & strength

Class: Fixed class

Dragon Knight is one of the most unique classes in DFO. Nearly all her advanced class skills have more than one form or one way to cast it. You can choose between cast with or without Astra, ground or aerial. The combination of courses is finite but definitely more than other classes.

드래곤나이트	보정 퍼클	SP 효율	공격력	%/클	쿨타임	SP 소모
진각: 참성연격 : 인피니티 노바	119,754	199.59	15,156,300	52,263	290	600
2각: 종언을 응시하는 빛	99,561	-	9,197,922	51,100	180	-
1각: 울부짖는 뇌광	74,158	-	5,939,903	40,965	145	-
95: 뇌룡격멸 : 포효	146,508	112.70	5,888,159	115,454	51	1,300
80: 용제출진 (단독)	121,991	64.55	4,346,951	102,281	42.5	1,890
(80): 용제출진 (합동)	144,554	76.48	5,150,956	121,199	42.5	1,890
75: 미티어 버스트 (단독)	122,199	66.41	3,758,071	110,531	34	1,840
(75): 미티어 버스트 (합동)	134,149	72.91	4,125,581	121,341	34	1,840
70: 비룡천상 (공중)	132,664	72.89	4,727,288	111,230	42.5	1,820
(70): 비룡천상 (지상)	121,064	66.52	4,313,935	101,504	42.5	1,820
60: 용왕파천	109,568	58.91	2,786,890	109,290	25.5	1,860
(48): 드래곤포스 화염탄	10,015	-	62,042	20,681	3	-
45: 폭풍의 숨결 (단독)	125,528	66.07	3,860,440	113,542	34	1,900
(45): 폭풍의 숨결 (합동)	138,707	73.00	4,265,747	125,463	34	1,900
40: 태도 용제무쌍(올려베기)	100,896	54.69	1,963,767	115,516	17	1,845
35: 드래곤 스매쉬	93,367	54.28	1,506,863	117,724	12.8	1,720
35: 스피닝 레이드	88,802	51.63	1,233,731	120,954	10.2	1,720
30: 너클 블래스터 (공중)	94,325	68.35	1,002,776	147,467	6.8	1,380
30: 드래곤 팽	94,654	68.59	1,165,937	137,169	8.5	1,380
25: 버스트 혼 (공중)	92,380	76.98	982,097	144,426	6.8	1,200
20: 블릿츠 스트라이크	67,875	66.54	533,241	124,009	4.3	1,020
20: 아스트라 소환	27,695	26.63	217,579	50,600	4.3	1,040
15: 드래곤투스	65,443	654.43	368,865	141,871	2.6	100
15: 파이어 브레스	69,800	65.85	548,360	127,526	4.3	1,060

Skills

Buff & Passive



Binge

Recommended Level: Max

“You can’t fight on an empty stomach” - Batman maybe. By the power of well done meat, Dragon Knight gains Basic/skill atk (+2% per lvl) and a bit of HP recovery.

The HP recovery part is useless in most situations but one area, which is DUD. It scales with the HP recovery option pretty well and could make you practically an [unkillable](#) being in the event.



Dragon Scale Light Armor Mastery

Recommended Level: Max by default
Wearing Light Armor to gain extra stat, remember to retexturize.



Dragonoid's Token

Recommended Level: Max by default

Change basic attack and provide income damage reduction. Increase defense based on how low your HP. The lower your HP, the more defense you get.

- **90% - 100% HP:** +7069 phy/mag def
- **70% - 90% HP:** +10110 phy/mag def
- **50% - 70% HP:** +14924 phy/mag def
- **49% or Less HP:** +23703 phy/mag def

If you hold the jump button while in air, you can decrease your fall speed.

It changes our shields, makes us become fixed class, teaches us a new basic attack, and reduces income damage. I only have one question, where can I buy another token?



Slayer

Recommended Level: Max by default

Increase 15% physical critical chance (+1% per lvl) when equipping Katanas and grants **Blitz Strike** super armor when descending.

One reason why you should use Katana instead of Zanbato. You might have a bit more strength by using Zanbato, buy good luck maxing crit.



Gormandizer

Recommended Level: Max

Eating gluttonously teaches Dragon Knight how to devour her enemies and deal more damage when she hits critical (+2% per lvl).

Astra, we have the meat!



Dragon Force

Recommended Level: Max

Dragon Knight wakes up for the first time and she chooses violence. Gaining Basic/skill Atk (+1.5% per lvl), reducing the minimum height for aerial cast, and Astra starting to blast your enemies ... once in a while (has 3 sec cd)

First awakening passive essentially allows us to use **Backstep** as skill starter for skills that have aerial versions. This helps you shorten animation time compared to just using normal jump (although if your hands are fast enough, normal jump can be just as fast as using backstep to start aerial skill, but backstep is more consistent).



Heiress

Recommended Level: Max

Increase Physical Critical Chance (+0.5% per lvl), Critical atk (+2% per lvl). Reduce Dragon Wing and Blitz Strike CD by 1 second. Give Dragon wing 0.5 second super armor after it cancels from other skills. Summon Astra when you enter a dungeon, or revive.

Heiress - a woman inheriting and continuing the legacy of a predecessor. So did we inherit Bakal's power, or Carloso's power?



Dragonsworn

Recommended Level: Max

A sworn to be stronger. Gain more basic/skill atk (+2% per lvl), improve our wings one more time, and learn the power of Knuckle sandwich.

Now **Dragon Wing** can be used as **Quick Rebound**, allowing us to recover into the sky and fight back immediately. The pros of using **Dragon Wing** as QR is it has lower recovery time so you can cast your skills faster. The cons is that the iframe is so short you either have to cast into **Breath of the Storm** or **Dragon Sortie** if bosses are using their lethal abilities, or just straight up die half a second later .

Knuckle Blaster now can pull enemies, it can be a great reposition tool.



Defensive Instinct

Recommended Level: 0,1,Max

Chances (+5% per lvl) to block an incoming damage by a certain percent (+5% per lvl)

Up to you whether you spend SP on it. it is nice that you reduce the damage once a while, but not necessary.

Active & Passive



Backstep

Recommended Level: Max by default

low-jump backward. Allowing you to cast all the aerial skills in a low altitude which reduces skill animation time.



Quick Rebound

Recommended Level: 1

After you get knocked down, you can recover into this post and be immune to all damage for a certain duration.



Shield Uppercut

Recommended Level: 1

Juggle mobs into the air. Useless against enemies with super armor, or fat ass.



Lion Kick

Recommended Level: 1

Kick some sand into your enemies' eyes.

"Oh no! Some dust in my eyes! This is the worst!" - Vegeta



Stark Shield

Recommended Level: 0

No!



Wheel of Fate

Recommended Level: 0

Pretty good in PVP, IF IT DOES NOT DROP AGAIN!



Intercept

Recommended Level: 0

Jump into mid-air, kick your enemies and deal no damage.



Shield Defense

Recommended Level: 0, 1, Max

Block 80% incoming damage at lvl 1, could save your life if blocked at the right time.



Defense Stance

Recommended Level: 0, Max

Allowing you to have a short jump forward while using Shield Defense and boost the incoming damage reduction to 90%.



Finish!

Recommended Level: 1

A good landing skill, but **Blitz Strike** cd is so short that you will almost never use Finish!



Lethal Punto

Recommended Level: 0

Pointless (Ba dum tss)



Fire Breath

Recommended Level: 1

Pretty good knock down skill that can be followed up by Finish!...in pvp, the damage is just too low for pve.



Dragon Breath

Recommended Level: 1

Able to use at anytime

Astra will now cast **Fire Breath** for you if he is available, it turns Fire Breath into an install skill that allows you to cast **Meteor Buster** & **Dragon Sortie** solo version. Can cast when you are knocked down.



Dragon Tooth

Recommended Level: Max by default

Able to aerial cast

Basic Attack extension. It changes upon which basic attack you were in. Raw cast or after 1st basic attack is a forward slash, after 2nd basic attack is a stab (with good mobile speed and distance), after 3rd basic attack is a spin attack. Can be an aerial cast which will turn it into a fireball attack. It can cancel into other advanced skills.



Dragon Wing

Recommended Level: Max by default

Able to use at anytime

Allow Dragon Knight stays in the air for max 4 seconds and grants you 3 dash. Since most attacks have a height limit, you can use **Dragon Wing** to dodge attacks. If you cast while on the ground, it dashes you forward like most other mobility skills. Also you can use Dragon Wing as Quick Rebound after 3rd Awakening.



Blitz Strike

Recommended Level: 1

Able to cast in air

A good landing skill. The drop speed scale height attitude.

Higher you go, faster you fall



Summon Astra

Recommended Level: Max

Able to use at anytime

Summon Astra to our side. Afterward it can be used as an install skill. Can be cast when you are knocked down. Gain 3 seconds of super armor after casting. This is also a passive that gives you Independent atk (+1% per lvl) and Hit Rate (+.5% per lvl).



Piercing Horn

Recommended Level: 1, Point Dump, Max

[Able to cast in air](#)

Stab your enemies with horns and hold them for 1 second, pretty good skill in pvp. Also, pretty good at breaking the neutralize gauge due to its low cool down.



Dragon Fang

Recommended Level: 1, Point Dump, Max

Attack the highest rank enemies that you had attacked recently. You have to attack an enemy first in order to cast this skill. Can be used as an install skill, Can cast when you are knocked down. Can combo with **Spinning Raid**.



Knuckle Blaster

Recommended Level: 1, Point Dump, Max

[Able to cast in air](#)

Turn your shield into a Knuckle and throw forward, then return like a boomerang and deal damage second time. Can charge to increase distance. When aerial cast, Dragon Knight will just throw the knuckle downward and it will blast.

[Aerial version does 10.24% damage than ground version](#)



Dragon Smash

Recommended Level: Max

[Able to cast in air](#)

Launch Dragon Knight into mid-air with double upper slash. ~~(It is a double jump)~~ Can cancel the post-delay of couple skills. A pretty good starting skill to allow you to follow up with the landing skill.



Spinning Raid

Recommended Level: Max

[Able to cast in air](#)

When used on the ground, Dragon Knight will charge forward, pull enemies with you, then finish with a drop kick. When used in mid-air, Dragon Knight will land with a drop kick on enemies. Deal extra damage if it follows after **Dragon Fang**.



Dragon Warrior Princess

Recommended Level: Max

Summon a big ass sword to swing at enemies. You can either do nothing during casting which will be just a huge aoe attack, or press upward key during casting which will reduce y-axis range significantly but do an uppercut with 15% more damage to enemies. (~~The power of attacking balls instead just cutting your enemies in half~~)

Fun fact: Dragon Warrior Princess refers to the sword instead of Dragon Knight herself.



Breath of the Storm

Recommended Level: 1, Max

[Able to cast in air](#)

When used on the ground, it works as an install skill sending Astra out for 4 seconds. When aerial cast, Dragon Knight will jump on Astra's back and blast enemies while enjoying the iframe protection from Astra.

Astra uses his morning breath, and it is super effective.

[Aerial version does 17.22% more damage than ground version](#)



Roaring Lightning

Recommended Level: Max by default

[Able to cast in air](#) [Cancel all install skills](#)

Superhold. Can work as an install skill for half second when Astra is finished blasting.

Astra will grow to his biggest form and start blasting enemies in the face while Dragon Knight is riding on top :)



Biting Dragon

Recommended Level: 0, Point Dump, Max

Able to cast in air

Turn the shield into a giant dragon head and grab enemies then finish with a blast. If the enemy is ungrabbable, Dragon Knight will just run the dragon head over enemies and call it a day.



Ascending Dragon

Recommended Level: Max

Able to cast in air Able to cast during other non-install skill

When used on the ground, it works as an install skill and Dragon Knight will command Astra charge forward and smack enemies with his feet. When aerial cast, Dragon Knight will smash the ground and Astra will perform an upper charge, while you are posting for like 1 second. The ground version can be cast during any non-install skill to avoid casting animation.

Aerial version does 22.5% more damage than ground version



Meteor Buster

Recommended Level: Max

First skill that changes based on whether Astra is available or not. When Astra is available, this skill gains Superhold property, and grants Dragon Knight iframe. When Astra is not available, this skill does not hold enemies and iframe, but its animation time is faster. Pressing the jump button can fasten the last hit of the joint version.

Joint version does 4.27% more damage than solo version



pressed jump button

didn't press jump button



Dragon Sortie

Recommended Level: Max

Able to cast in air

The only other skill changes based on whether Astra is available or not. When cast with Astra, Dragon Knight will ride Astra for 3.5 seconds then slash downward with Dragon Warrior Princess. When cast without Astra, Dragon Knight will swing Dragon Warrior Princess first then press downward. This skill can be cast on the ground if it is cast after Dragon Wing.

Joint version does 23.31% more damage than solo version



Ender's Light

Recommended Level: Max by default

Able to cast in air Cancel all install skills

One of the strong 2nd awakening active, with 4 seconds cast time. Cast time can be reduced depending on your high attitude.

Fly outta space with Astra then blast the plant with Astra's STRONGEST attack: Ender's Light. It takes roughly 1.2 second for Astra to fly out to space, and then Astra's attack takes around 1.5 second to land back to ground. Assuming Ender's Light travels at speed of light, which means Astra and Dragon Knight can fly around 25% faster than speed of light. Take that swift master!



Lightning Wyvern's Roar

Recommended Level: Max

Able to cast in air

When cast on the ground, Dragon Knight will leap to an unusual height (around two times higher than Dragon Warrior Princess uppercut), then fire a blast to the ground. It can also be cast when you use the aerial version of Breath of the Storm or Dragon Sortie, but it will end both skills after the blast and might reduce the damage from those two skills depending on how much time you still have left. However, when cast Lightning Wyvern's Roar during Dragon Sortie, it will combine the Dragon Sortie's finish attack damage into the blast.



Dual Strike: Infinite Nova

Recommended Level: Max

Able to cast in air Cancel all install skills


6 second long animation with ok ish damage among all 3a. Sadly Roxy is about to rotate out of meta and none of 110 cap gears boost awakenings specifically..

Hands down the best 3a animation of all, I am not biased, I am not biased at all.

Skill Build

Base on the newest patch from KDNF, the dps order for Dragon Knight is: 95 > 80 (full damage) > 45 (full damage) > 75 (full damage) > 70 (full damage) > 45 > 75 > 80 > 70 > 60 > 40 > fang > knuckle > 35 > 25 > 35

Picks 2 out of 5 between  **Dragon Fang**  **Piercing Horn**  **Knuckle Blaster** 

Breath of the Storm  **Biting Dragon**, then max every advanced class passive and everything from lvl 35+.


On a personal level, I am currently maxing **Dragon Fang**, **Biting Dragon** and leaving **Breath of the Storm** at one lvl of sp and tp. I like to treat **Breath of the Storm** as an emergency button to dodge failed gimmick. Plus, it is hard for **Breath of the Storm** to get the full damage out because how much bosses like to move/tp or iframe these days.

Skill Types



Dragon Knight's skill can be separated into three categories: Install, joint, and straightforward.

Install

Install skills are basically Astra's skills. During Install skills, Astra will leave you for a certain

amount of seconds and enable you to perform joint skills solo version. These skills include: 



 **Fire Breath** and  **Summon Astra** have a short window of roughly 1 second. But since these two skills cooldown are pretty low, they are the best opener for **Meteor Buster** and **Dragon Sortie** if you plan to perform solo version



Dragon Fang can be combo with Spinning raid. Cast **Spinning Raid** while **Dragon Fang** locks on a target, Dragon Knight will dash toward that target with higher attack. Since **Dragon Fang** and **Spinning Raid** skills cooldown are similar, I will only recommend using **Dragon Fang** with **Spinning Raid** for that extra damage and reposition.



Breath of the Storm and **Ascending Dragon** sends Astra away for a quite long period of time. But if you want max damage, you should use the Ascending Dragon aerial version.

Joint

Joint skills will perform differently depending on whether Astra is available or not. These skills include:




Joint version is always has higher damage and iframe, while solo version has lower damage but faster animation.

Straightforward

Straightforward just like what it sounds. You press the skill button and Dragon Knight will perform the skill, but this does not mean these skills are one dimensional.

one way: 

Yes, yes, these three skills can technically cast in air or ground which will make them have two different ways to use them. But their ground and aerial versions are basically the same.

However, **Dragon Smash** can cancel post-delay from .

Two way: 



The ground version changes depending on which basic attack it follows. The aerial version turns it to a fireball. The Aerial version has a little bit of recoil, so you can use it like a gunner with cannon (This is actually kinda good in pvp).



The ground version takes around 1 second to get the full damage but allow you to pull enemies from farther range, while the aerial version has higher damage and slightly faster animation time.



The ground and aerial version are basically the same. But this skill also can cast while you are riding Astra. If you use **Lightning Wyvern's Roar** during **Dragon Sortie's** joint version, the finish damage will add onto **Lightning Wyvern's Roar**. Usually, it is not worth it to cast **Lightning Wyvern's Roar** while riding Astra. There is one scenario in which you used **Dragon Sortie's** joint version to dodge an attack and you do not want to get back to the ground. Normally you need to have **Dragon Sortie's** talisman to change the downward slash at the end. But you can also use **Lightning Wyvern's Roar** to end the riding in order to stay in the sky.

Three ways:)



The ground version can be used as an engagement move, the spin move only a small portion of attack, so you do not need to worry about damage loss if the enemies cannot be dragged around. However the animation is pretty long compared to other 2 versions and it can put you into an undesirable position. The aerial version speed does not scale with height, so it can take some time to get down if you are too high. The combo version does most damage.



The aoe version has the lowest damage but biggest range. Upper and downward version do the same damage, but the downward version has faster animation time.

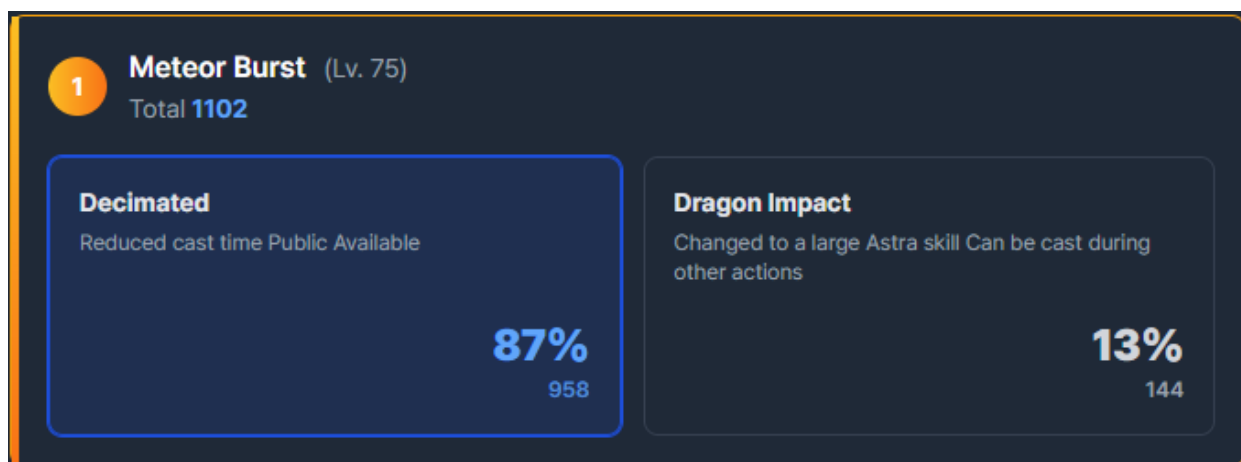
VP System

This is a new system that replaces Talisman. Every active skill from the range lv 35 - lv 80 will get two variants, and you can only pick 5 different VP. However, most of the skills will contain the old talisman as one of the two variants. Also they have a “rune” system that allows you to further beef up the skills you want.

My personal picks are: 80 vp2, 75 vp1, 70 vp2, 60 vp2, 40 vp1.



Meteor Buster



Variant 1 is the old Talisman effect. Remove the dash, allowing you to cast in air, and the majority of the people pick it. Unlike other vp, the solo version will still deal less than the joint version. The joint version does full damage, has an iframe, but has longer cast animation.

Variant 2 changes the skill into an Astra skill, and allows you to burst even faster.

*Pro compare to vp1: now you can **Dragon Sortie** and **Meteor Buster** in the same time; Con: lose the option to iframe, animation is 3 seconds long (doesn't scale with speed), overall burst will be slower if Ascending Dragon is off CD.



Dragon Warrior Princess

2	Attitude Warriors (Lv. 40) 1100	Solvent Rain: Thunder Public Available Invincibility Granted 68% 748	Dragon Butterfly : Unwol Increased range Delay Cancellation 32% 352
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Variant 1 is the old Talisman effect. Allowing you to cast in air, and have a brief window of iframe. If they don't change anything, the aerial version will still have the fastest animation. Also, the aerial version does the same damage as the upper cut version.

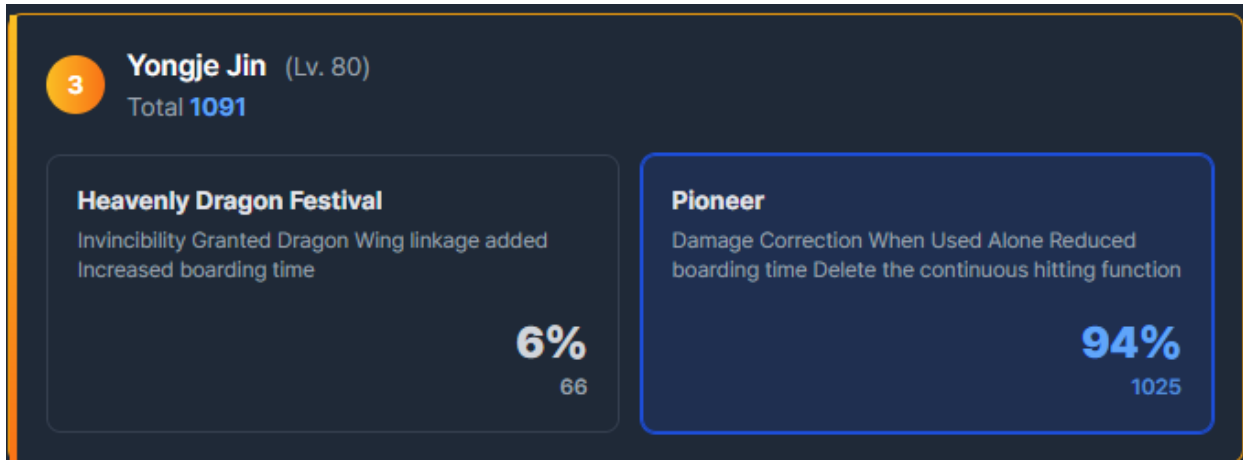


Variant 2 changes the animation a little bit and now the upper cut version becomes a cancel skill that allows you to cancel these following skills' post delay: **Blitz Strike**, **Spinning Raid**, and **Dragon Sortie**. Now the ground version does the same damage as the upper cut version.

*Pro: can cancel 3 skills' post delay; Con: Doesn't have aerial version.



Dragon Sortie



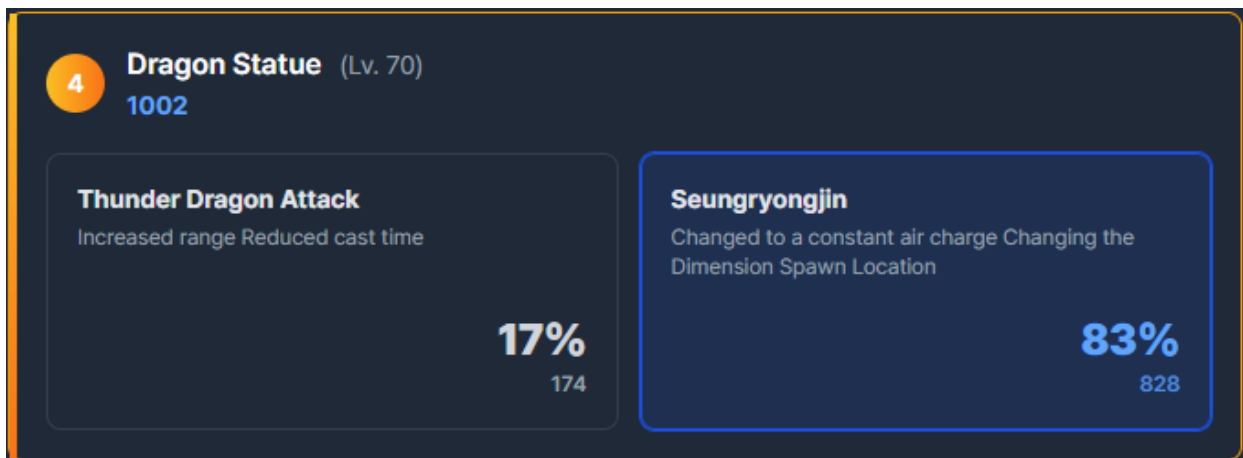
Variant 1 is the old talisman effect. Allowing you to cast Dragon Wing during the riding time to extend the riding time and change the ending down slash to a forward slash.

Variant 2 shortens the riding time to 2 seconds, and buffs the solo version to do the same damage as the joint version (that is 23% damage buff for burst).

*Pro: Burst is so much faster; Con: a lot less of iframe time.



Ascending Dragon



Variant 1 is the old talisman effect. Allowing you to call astra without animation. The joint version allows you to move forward 400px if you hold down the allow key. Unlike other vp changes, the solo version does less damage than the joint version.

Variant 2 removed the install effect and the joint version now can cast both on the ground or in the air. Also, the damage zone changes to in front of you instead of around you.

*Pro: always does the max damage; Con: it is a lot easier to miss now



Biting Dragon



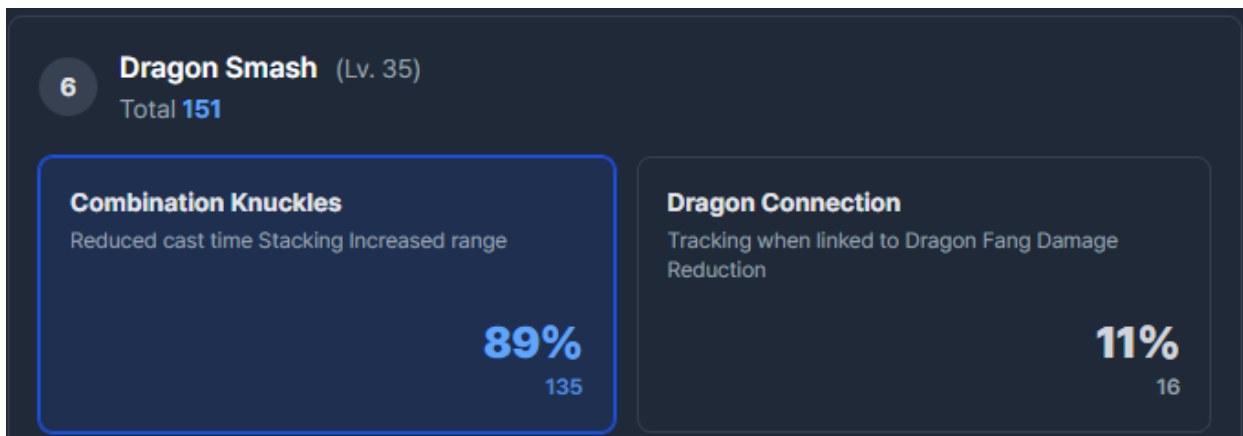
Variant 1 is the old talisman effect. Change the skill to also cast the ungrabbable target animation. Allow you to cancel into other dragon knight skills.

Variant 2 changes the skill into an explosion.

*Pro: bigger range; Con: Animation is a bit long



Dragon Smash

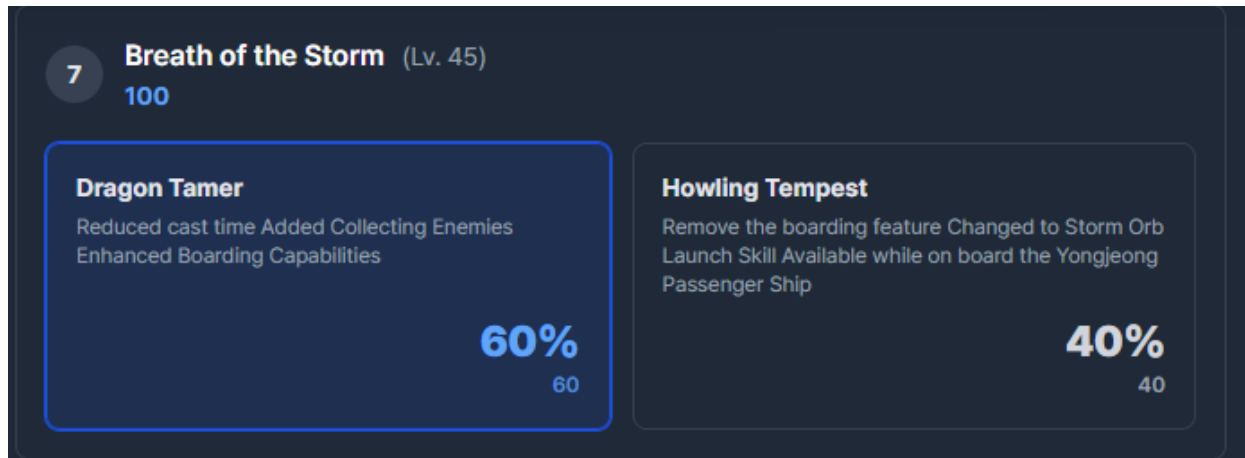


Variant 1 reduces the damage, cd, and increases the range. Change the skill to 2 stack skills.

Variant 2 Adds the Spinning Raid effect that allows you to TP to whatever Astra is biting with his Dragon Fang.



Breath of the Storm



Variant 1 is the old talisman effect. Allow you to call Astra without animation. Aerial time lasts longer and moves faster.

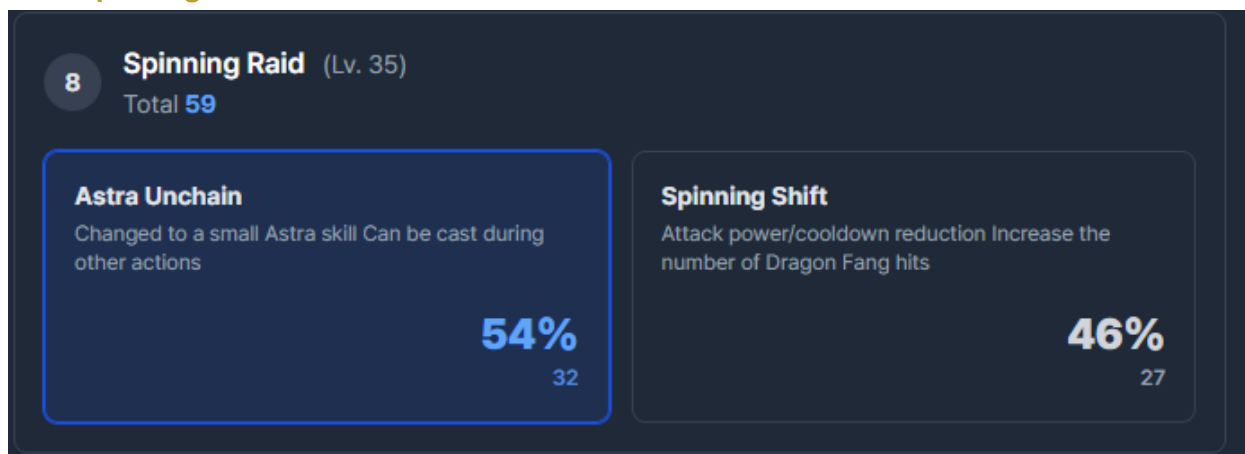
Variant 2 removed the joint version. Change the install version to one hit. Also you can cast it while you ride Astra (**Dragon Sortie**) just like Lightning Wyvern's Roar, it will cancel your remaining riding time, potentially reducing the overall damage and the damage combined into **Dragon Sortie**.

*Pro: Burst faster; Con: lose a lot of iframe time.

*Also, unlike **Dragon Sortie** vp2 that uses riding mode damage for the burst, **Breath of the Storm** vp 2 uses ground mode damage for the burst.



Spinning Raid



Variant 1 changes the skill into an Astra skill. Does the same amount of damage as **Dragon Fang** bonus. If you use **Spinning Raid** during **Dragon Fang**, Astra will dash toward you from the enemy. Can't TP with **Dragon Fang** no more.

Variant 2 reduces the cd and damage. **Dragon Fang** animation time lasts longer but damage doesn't change.

Skill Enhance

For DPS, you almost never want to use option 2. You are using 12.3% damage to exchange 15% cd (1:1.22), while normal dmg to cd exchange for this cap is 12.3% damage for 20% cd (1:1.62)

Base on the newest patch from KDNF, the dps order for Dragon Knight is: 95 > **Dragon Sortie** (full damage) > 45 (full damage) > 75 (full damage) > 70 (full damage) > 45 (solo version) > 75 > **Dragon Sortie** (solo version) > 70 (solo version) > 60 > 40 > fang > knuckle > 35 > 25 > 35

80 and 75 are pretty much a must pick, leaving the 3rd slot for either 70 or 40. If you want damage, go 70. Pick 40 if you are willing to min max that skill with gears, title, and weapon avatar.

Tricks and Tips

Ground **Dragon Sortie**

During **Dragon Wing** ground dash, you can cast both versions of **Dragon Sortie**. Although, the only time this is viable is if you got knocked back and want to close the gap. But in those situations you will probably forget this trick exists.



Roaring Lightning Install

After dismounting from Astra, there is a brief window that allows you to cast a solo version of joint skill.



Ascending Dragon Install

The aerial version works just like **Roaring Lightning** Install. There is a brief window that allows you to cast a solo version of joint skill. But, without the talisman you can only install **Meteor Buster** (because **Dragon Sortie** can only cast in mid-air).



Infinite Flight Loop

The combination of **Dragon Smash**, **Knuckle Blaster**, **Dragon Tooth**, and **Dragon Wing**, you too can meet Witch on the moon.

📺 DFO Dragon Knight Speed Run Hendon Myre

With new feature on Dragon Token, come new infinite flight loop

One Command Two Skills

Since **Meteor Buster** without a talisman cannot use aerial cast, and **Dragon Sortie** cannot use ground cast. So if you do not use **Meteor Buster** talisman, you can try this out and get that easy 5% cdr by just remembering one command instead of two.



Enchant

For budget enchant go to Meryl Pioneer shop. Just remember to pick strength and independ attack bead.



For bis enchant, go to DFOpedia and look for the names of cards then type it on auction hall.

Since his enchant will eventually be outdated, so I do not bother to post more pictures here.

Avatar

Just use recommended options, people why do I have to include this.

Emblem

Platinum

If you only plan to give your Dragon Knight one set of rare avatar, fill them with **Binge**

If you plan to give your Dragon Knight two set of rare avatar, Equip **Binge** on the ugly set, and pick **Gormandizer** for the pretty set or rare clone

Hair, Hat, Face, Clone Weapon, Aura, Skin, use strength

Top, Bottom use strength + random, or strength + physical crit, or crit, depend on how much crit you need

Face, Torso use Attack speed or strength from events

Waist, shoes use Moving speed or elemental resistance if you are using cyber boots.

Creature

You want one swap buff creature who has **Binge** +1 and a damage creature with atk +19%.

Current his creature has atk +25%. Since the nature of his creature comes and goes, I do not bother to post more pictures.

Title

You want one swap buff title that has Binge +1 or +2 or +3. A damage title with atk +20%.

Current his title has atk +20% and a lvl range skill +10% atk. Since the nature of his title comes and goes, I do not bother to post more pictures.

Rotation

*A minor rant: it comes to my attention that some dragon knights out there will use **Breath of the Storm** as the offhand skill when you try to burst with 75+80+95 all together. If you max out **Breath of the Storm**, that's fine. But if you don't, that's a waste of 4 second iframe. So, I will suggest using an **Ascending Dragon** instead. With 60+ attack speed, you can even do 75>70>95>80.*

**This is my place to show off. Rotation only good on sandbag anyway. In real gameplay, skills are always on cooldown.*

25 seconds

- ▶ DFO Dragon Knight 25 Second Rotation for Different CDR
- ▶ DFO Dragon Knight 25sec Breath of the Storm rotation (different cdr)

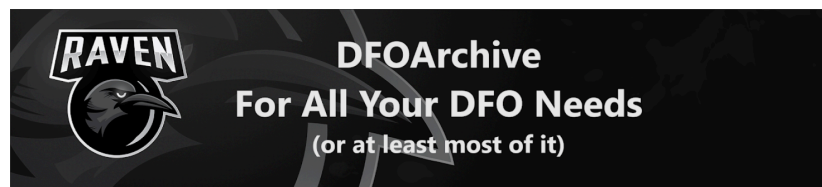
Bug Archive

6/28/2022 Submitted (fixed)



21.86 days of Super armor. This is why you should use solo version of **Meteor Buster** at least once

Resource



DFOArchive

Created by DressUp_Fighter_Online. A website full of DFO and KDNF update and news. Pretty cool place for checking out what KDNF is up to recently. Thank you, DressUp_Fighter_Online for your dedication and translation.

<https://dfoarchive.blogspot.com/p/about-me.html>

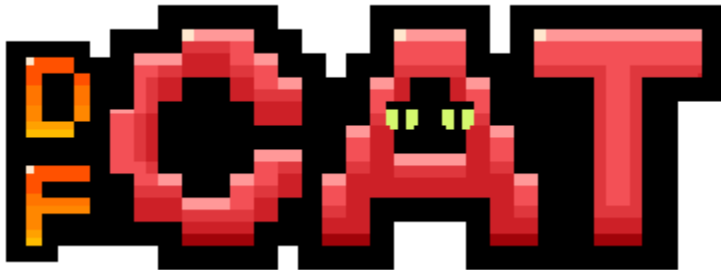


Dunfaoff

A Korean website allow you to check the korean players info (gears, ability point, damage, etc)

<https://dunfaoff.com/ranking.df>

Only if we have one for DFOG



Dfcat

A more data focused Korean website. In my opinion, this site is a cleaner version of Dunfaoff. Keep in mind that they rank by fame instead of performant.

AradDB (rest in peace my friend)

A more data focused Korean website. All data is from Dunfaoff but AradDB allows you to have a quick glance of what top players' gear and skill builds look like.



DNF NEXON

The KDNF test server info. All the updates might not get greenlit on the actual server, but you are going to get the info earlier.

<https://df.nexon.com/df/testinfo/notice#prev>

Credits

This guide is also contributed by:

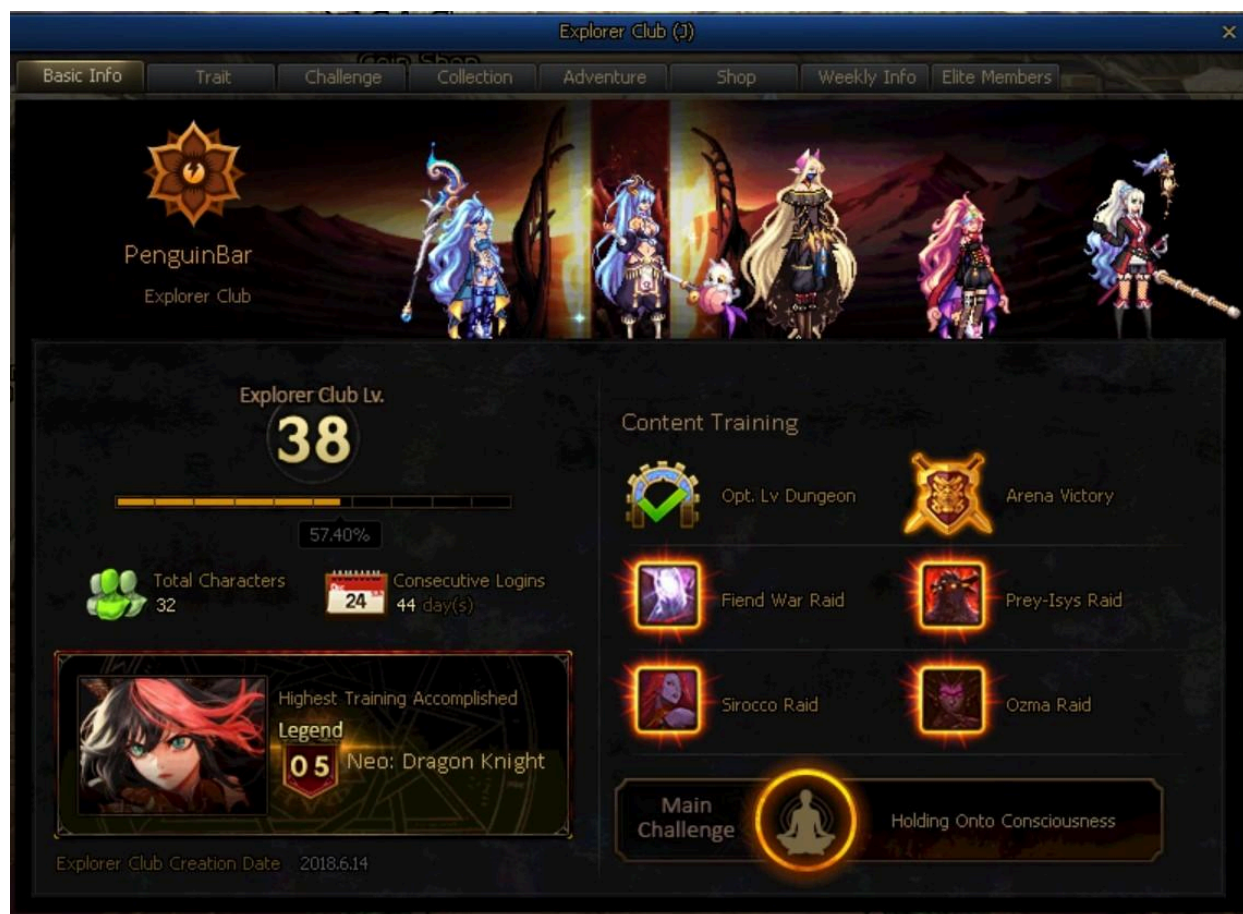
Danhiel for spelling and grammar checking.

Radiant213 for providing **Ascending Dragon Install** trick and how to fasten **Meteor Buster's** finisher animation.

bluevariable7x for providing tips to cancel **Breath of the Storm** and **Ascending Dragon** ground version animation.

About Me





Congrats! You just finish/skip all the way through and now you are at the most useless part. I am PenguinGuide btw. Dragon Knight is my first character I created in the game and oh boy she is amazing. The fact that Dragon Knight can use her skills both ground and air, plus two of her skills will change forms depending on other conditions make me feel like this class has a lot more options and freedom.

The reason behind why I decided to write a guide for Dragon Knight is because 1, DNF Duel and lvl 110 cap are going to introduce new Dragon Knights and the only English Dragon Knight guide was locked behind in a dead server; 2, that guide has not been updated for 3 years by now. I am actually glad that I wrote the guide because I also learn or relearn about this class, like which **Dragon Warrior Princess** has the fastest animation or how much more damage does the aerial version do compared to the ground version. Anyway, I hope you enjoy going through this guide and get something from it.

If you have any questions or suggestion, or you found any misinformation about the guide, contact me through

Discord: PenguinGuide#2083

Youtube: [PenguinGuide](#) (don't upload often tho)



Change log

- 6/22/22 Created
- 7/15/22 First edition completed
- 9/20/22 Gears section revamp
- 3/3/23 Gears section revamp
 - Added Enchant, Avatar, Emblem, Creature, Title section
- 6/3/23 Added Fusion Gears section
- 7/19/23 Change In Game section and Fusion Gears section due to the newest rebalance
- 11/25/23 Change In Game section due to the newest rebalance
- 3/30/24 Update info

Last update: 11/25/2023

Outdated Info

They are still here because of one reason - they got removed from the game and I still want to keep a record of them, or because these are some info people want me to put in a guide back in the class guide contest.

TP skills (Removed)

lvl 1 - 30 skills



Beside **Knuckle Blaster**, do not bother with the rest of them. All though, 110 cap has gears that focus on low level skills, it might be a viable direction but so far no.



Recommended Level: 0



Recommended Level: 0, 1, Max



Recommended Level: 0, 1, Max



Recommended Level: 0, 1, Max



Recommended Level: Max

Despite its poor range, **Dragon Smash** is the best dps skill that Dragon Knight has.



Recommended Level: Max

Spinning Raid is basically a package deal with **Dragon Smash**



Recommended Level: Max

Arguably the best skill Dragon Knight has, sizable damage and low cooldown.



Recommended Level: 1, Max

Able to cast during other non install skill

Whether you use max this skill or not, always keep one point so the ground version can be cast during any non-install skill to avoid casting animation.



Recommended Level: Max

Even if the animation is awkward, the damage is just too good to be ignore.



Recommended Lever: Max

DO IT!

Gears (Outdated)

**115 cap is more of use whatever you get. Make RNGesus be with you*

110 caps give a lot more freedom on building gears. You can choose ultra-mega damage set like speeder build on the condition that you also will take a bullroad of damage, or you can choose tanky af build that's archon that still does decent damage, or both in the same time. I highly encourage people to look into other builds instead of just narrow minds and focus on the highest damage build. That being said, here are some preset builds you can try out if you don't have a clear direction yet.

Weapon

**If you want damage, go aspect weapon; if you want fun, go culmination.*

Builds (Outdated)

**115 cap is more of use whatever you get. Make RNGesus be with you*

Archon



Pretty basic archon built here, basically the one you get from the event box.

Fusion Gears

*7/19/23 Penguin here, Neople finally decided to add [range info] for **Dragon Smash** and **Dragon Warrior Princess**, which means now **abyssal Sub equipment** is a really good option if you want some range benefit.*

** I was not planning to tell you which fuse gears to get since it is about personal preference. But the new Hall of Dimension fusion gears kinda bother me a bit. I am talking about the **Abyssal Concentration** set (a.k.a. the range set). It seems nice on paper, but it is a bait for dragon knights. The reason is range bonus only applied to skills with [range info] in the skill description and dragon knights only have Three meaningful skills (**Breath of the Storm**[aerial version only], **Ascending Dragon**[ground version only], and **Dragon Sortie**[aerial version only]) will get the **range bonus**. In a sense, **Abyssal Concentration** set just 3% skill dmg for dragon knights and the only slot that is worthy to get for the [range bonus] will be the magic stone. So, if you just want more damage, **Reign of Sin** is the better option (unless you are above 350 ele dmg before any HoD fusion).*

DFOpedia (Numpad_9)

Equipment Enchant Talisman Terminology Options

All range

tip You can also search with the game terms.

Name

Increase Range

Details

Increase Range

The Range Bonus option is only applied to the skills with [Range Info] in the skill description. Not applied to the Awakening skills. For only up to +70%

Abyssal Concentration: Undefined Presence

Ordinary(45%) Epic

0.7kg Lv 95(105 - 10)

Untradable

Sub Equipment

24,864 Gold

Adventurer Fame 748

STR 133

INT 132

VIT 135

SPR 134

<Fusion Option>

Option 1

Damage Value 2350

Skill Atk. +3%

Lv. 1 - 40 skill range +15%

All skill range +5%

(Awakening skills excluded)

Overview(F4)

Turn off Compare tooltip (Shift)

Reinforce/Amplify[X] Enchant[X]

Combine[X] Transcend[X]

Abyssal Concentration: Undefined Presence

Abyssal Concentration: Infinite Contraction

Abyssal Concentration: Amorphous Power

Reign of Sin: Shrouding Terror

Reign of Sin: Hanging Screams

Reign of Sin: Primal Fear

$$\frac{1.09 + (350000 + 2350 \times 3)}{350000} = \frac{1.05 + 0.0045 \times (350 + 48) + (350000 + 9750)}{1.05 + 0.0045 \times 350}$$

$\frac{\text{skill dmg} + (\text{dv} + \text{fusion gears dv})}{\text{dv}} = \frac{(\text{ele dmg} + \text{fusion gears ele dmg}) + (\text{dv} + \text{fusion dv})}{\text{ele dmg}}$

So Abyssal concentration set only out damage Reign of Sin set when you have more than 350k damage value and 350 elemental damage before any HoD fusion.

Not to mention all the speed bonus and defensive stat from RoS set provides

Talisman

	Skill	lvl	dmg	Tp dmg	dmg w/buff	dps	talis dmg	talis dps
	용제출진	18	258,516		1,847,693	36,954	2,442,371	54,275
	비룡천상	23	156,993	235,490	1,683,115	33,662	2,231,700	55,792
	미티어 버스트	21	227,915		1,628,978	40,724	2,204,881	44,098
	폭풍의 숨결	36	141,778	212,667	1,519,996	38,000	1,479,542	49,318
	용왕파천	28	104,549	156,824	1,120,865	37,362	1,975,995	54,889
	태도 용제무쌍	38	87,620	131,430	939,370	46,969	1,286,937	64,347
	드래곤 스매쉬	41	67,841	101,762	727,320	48,488	977,759	72,427



Dragon Smash

Recommended: No



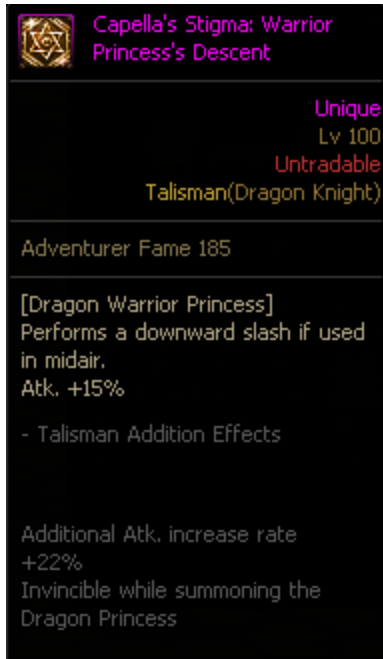
Raw Damage Increase: 34.43%

Even though **Dragon Smash** has the highest dps, the talisman makes it a lot harder to get the full damage. The additional damage provided by the talisman is locked behind the Knuckle Blaster, which requires you to press the skill key again. The worst part is you are only allowed to press the skill key when these two conditions are met: 1, during the short window of 2nd uppercut; 2, hitting something. Faster attack speed and/or terrible connection will easily make you lost the additional damage



Dragon Warrior Princess

Recommended: Strongly



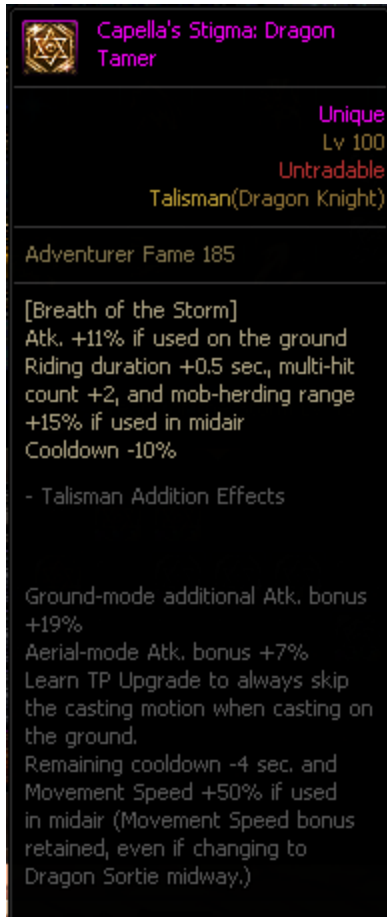
Damage Increase: 37%

The best room clear skill with second highest dps for Dragon Knight. Just the damage alone is worth putting it on. The iframe is kinda unreliable since **Dragon Warrior Princess** has rather fast animation time. Also, the downward slash has the fastest animation time out of the 3 versions of **Dragon Warrior Princess**.



Breath of the Storm

Recommended: Farming yes, Hard content no



Ground Raw Damage Increase: 30%

Aerial Raw Damage Increase: 16.32%

Aerial version is 4.9% stronger than ground version

It is a pretty fun talisman to have, 50 extra movement speed, bigger pull range, and allow you to completely cast motion free on ground version. But in hard content where the boss moves/iframe a lot will easily gash a good chunk of damage. Here is the speed comparison of **Breath of the Storm** without talisman, running, **Breath of the Storm** with talisman, and **Dragon Wing** dash + **Blitz Strike** under same movement speed.



Biting Dragon

Recommended: Depend

Capella's Stigma: Dragon's Jaws

Unique

Lv 100

Untradable

Talisman(Dragon Knight)

Adventurer Fame 185

[Biting Dragon]

Treats Grabbable enemies the same as Grab-immune ones.

Atk. +15%

- Talisman Addition Effects

Casting Speed +50%

Can be canceled after Kaiser Head hits to give way to Dragon Knight skills (after landing if cast in midair).

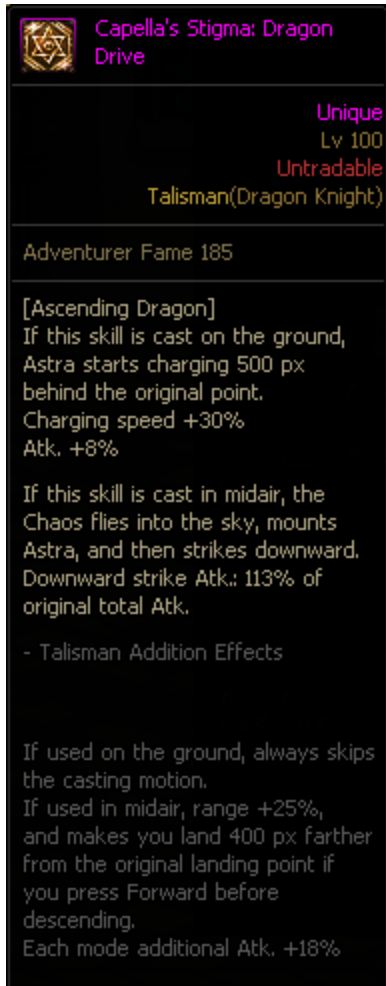
Additional Atk. bonus 17%

Damage Increase: 32%

Now the animation is permanently changed to the ungrabbable one. With the extra casting speed and ability to cancel into after skill, **Biting Dragon** becomes a pretty good burst skill. Must use this talisman if you plan to max sp/tp **Biting Dragon**.



Ascending Dragon
Recommended: Maybe



Ground version Damage Increase: 26%

Aerial version Damage Increase: 31%

Aerial version is 27.37% stronger than ground version

The ground version allows you skip the casting motion now just like **Breath of the Storm** talisman does. The charging 500 px behind allows you to hit enemies at your back. The aerial version now ends in mid-air instead of the ground and less post-delay. That opens up more combo potential like following it with downslash **Dragon Warrior Princess**.



Meteor Buster

Recommended: Strongly



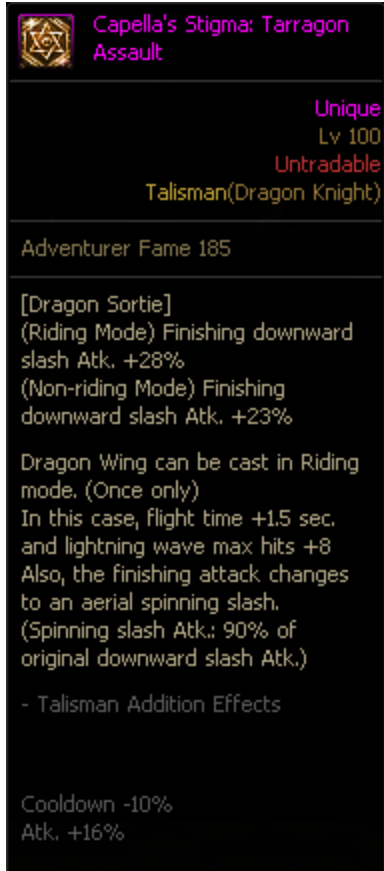
Damage Increase: 37%

Meteor Buster is an amazing skill, good damage, decent dps, cool animation... and easily missed with terrible connection. But, the talisman changed that and now you cast it on the spot. The extra attack speed and being able to cast in mid-air are icing on the cake.



Dragon Sortie

Recommended: Strongly



Joint Version Raw Damage Increase: 33.37% (extended)/32.21%

Solo Version Raw Damage Increase: 32.19%

Joint version is 22.56%(extended)/21.36% stronger than solo

version

Joint version now can extend to 5 seconds long if you use **Dragon Wing**, plus you can stay in the air at the end of skill. The solo version just increases damage, although the solo version does not need much change beside a bigger y-axis range. The 10% cd is pretty huge.



Overall

Dragon Warrior Princess and **Meteor Buster** are pretty much locked in two slots. The third slot can be broken down to: burst - **Dragon Sortie** or **Ascending Dragon**; sustain - **Dragon Smash**; farming - **Breath of the Storm**; **Biting Dragon** is a must have if you use that skill as one of the damage sources.

Runes

Go **Purple Red** and **Blue** for each talisman and pick one skills to focus, recommended these

three skills here: 