

3.10 kDnF Test Server (Demonic Lancer Neo Awakening)

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| Disclaimer | If you find any mistakes or find it too confusing, you can report it to me and I will update it as soon as possible. |
| | This is kDnF Test Server information, therefore, it's not final change. |
| | Patch note can be found here: http://df.nexon.com/df/testinfo/notice?p=web&mode=view&no=2439250 |
| Videos | Airbis Review: https://www.youtube.com/watch?v=SaZS-CPeSAM |
| | Jangji Review: https://www.youtube.com/watch?v=pfHxaMaM8EQ |
| | Ohhyungjang Review: https://www.youtube.com/watch?v=vKFTVX7R0zI |

Side Slash

Attack increased by 13.1%

Ankle Cut

Attack increased by 13.1%

Inferno Charge

Attack increased by 13.1%

Brandish

Attack increased by 13.1%

Impact Smash

Increased Attack Range

Crescent Slash

Attack increased by 13.1%

Behead

Attack increased by 14.4%

Dread Bore

Attack increased by 14.5%

Blade Storm

Attack increased by 15.9%

Devastate

Attack increased by 15%

Earthshatter

Attack increased by 13.1%

Fixed Level 9 Cooldown reduction effect not working properly

Lunge Strike

Attack increased by 13.1%

Doom Glaive

Attack increased by 16.2%

Deadly Massacre

Attack increased by 13.1%

Burst Slash

Attack increased by 10.3%

Demonic Inferno

Attack increased by 16.2%

Bug Fix

Fixed Impact Smash skill tooltip error

Level 95 - Demonic Lance: Destruction

Increase Neo: Vanguard's Basic Atk. and Advanced Skill Atk., and also increase Demonic Control's stage HP threshold.

Impact Smash: For every Impact Smash that connects, reduce Impact Smash stack recovery time by 0.6 sec.

Crescent Slash: Activating Impact Smash right after Crescent Slash will pull back the activation animation and change to a slashing animation.

Level 95 - Brutal Demolisher**Level 100 - Nevermore**

Spiral Wave (New Skill)

A new activate skill that can be acquired by Skirmishers at Level 30.

Widely swing the weapon forward to create an air current one after another to attack the enemies.

Quick Punto

Attack increased by 12%

Paratrooper

Attack increased by 11%

Surround Break

Attack increased by 11%

Reduced mutual hitstun during the attack

Swirling Spear

Attack increased by 11.6%

Ground Seeker

Attack increased by 11.2%

Twin Punto

Attack increased by 10.1%

Rising Lancer

Attack increased by 11.1%

Axial Vortex

Attack increased by 12.1%

Chain Wave Lance

Attack increased by 10.1%

Sky Piercer

Attack increased by 12.1%

Mesocyclone

Attack increased by 12.1%

Added Super Armor to skill activation

Vital Strike

Attack increased by 10%

Aura Javelin

Attack increased by 10.1%

Rolling Vulcan

Attack increased by 11.8%

Crescent Strike

Attack increased by 10.3%

Quadruple Drive

Attack increased by 10.1%

Mist Flare

Attack increased by 11.1%

Lethal Flurry

Attack increased by 10.2%

Bug Fix

Fixed Vital Strike's final slash attack not applying properly sometimes during Party Play.

Level 95 - Fearlessness

Increase Neo: Skirmisher's Basic Atk.and Advanced Skill Atk.

Mirage Stance: During a Mirage Stance, other attacking skills can be activated.

Chain Wave Lance: Skill activation can be canceled through Mirage skills and once canceled, the Mirage clone will pull in enemies.

Level 95 - Resonance Impale

Level 100 - Peerless Strength: Combat

Partisan Shoot

Attack increased by 13.1%

Mole Hunt

Attack increased by 12.9%

Servant Lance

Attack increased by 5%

Needler

Attack increased by 13%

Buffalo Hunt

Attack increased by 5%

Servant Lance: Assault

Ground Attack increased by 12.7%

Aerial Attack increased by 12.3%

Wing Skewer

Attack increased by 12.8%

Servant Lance: Engager

Attack increased by 14.3%

Ram Fence

Attack increased by 11.7%

Locust Burning

Swinging Attack increased by 12.8%

Pushing Attack increased by 12.8%

Rising Attack increased by 12.9%

Head Penetration

Attack increased by 5%

Scale Grinder

Attack increased by 12.3%

Dragon Slayer

Attack increased by 12.8%

Partisan Skewer

Attack increased by 12.9%

Earthworm Hunt

Attack increased by 12.9%

Dragon Grinder Spear

Attack increased by 12.2%

Deboning Slasher

Attack increased by 12.1%

Deadly Charge

Attack increased by 12%

Bug Fix

Fixed Scale Grinder skill tooltip error

Level 95 - Keravnos

Increase Neo: Dragoon's Basic Atk and Advanced Skill Atk.

Buffalo Hunt: Removed Slamming Attack and its attack damage have been added to Charging Attack. Successful Charging Attack will search for the most powerful enemy and shoot magical lances to their location. Can increase Charging Attack distance with forward arrow key.

Wing Skewer: Can be used in air.

Level 95 - Incidious Pike

Level 100 - Red Moon's Hunting Carnival

Double Throw

Attack increased by 13.5%

Dark Ambition

Attack increased by 13.4%

Dark Spiral Lance

Attack increased by 13.5%

Despair

Attack increased by 13.5%

Killer Lance

Attack increased by 13.5%

Added Character Voice to skill activation

Dark Barrier

Attack increased by 10.7%

Spiral Rush

Attack increased by 13.6%

Diffusion

Attack increased by 13.5%

Dark Star

Attack increased by 13.5%

Dark Light Explosion

Attack increased by 13.5%

Fury: Black Armageddon

Attack increased by 13.5%

Dark Division

Attack increased by 13.5%

Violent Pierce

Attack increased by 13.5%

Falling Death

Attack increased by 13.5%

Dark Impulse

Attack increased by 13.5%

Annihilation of Darkness

Attack increased by 13.5%

Bug Fix

Fixed Dark Impulse activation after equipping Capella's Stigma: Deadly Moss not recognizing arrow key input.

Level 95 - Extending Darkness

Increase Neo: Impaler's Basic Atk.and Advanced Skill Atk.

Killer Lance: Create a rift of Encroach to shoot additional Black Plasma-imbued Lances. Can be used during backstep and in air.

Dark Barrier: Removed Dark Lance Throwing animation and the Dark Energy will explode moment Black Plasma-imbued Lance is thrown.

Level 95 - Abyssal Invader**Level 100 - Extinction: Forbidden Darkness**