

Elsword Comfort Update, Item System Renewal, Magic Stone System Rework!

1. More Comfort!

- Free skill slot and quick slot expansion: all characters will receive expanded skill and quick slots.
- ED Shop Update: the Skill Slot Expansion Medallion (Transcendence), Pets (Mighty), Pet Pick Up Item Aura, avatar sets for all characters and more now available in the shop.
- Changes to the NPC exchange rewards: some conditions for items that can be exchanged with NPCs in large amounts have changed.

2. Even Faster!

- Improvements to the first level
- Skip function improved
- All quests for the Elios Studio have been deleted
- Requirements for the Training quests eased
- Requirements for the Resonance Grade quests eased
- Requirements for Camilla's skill quests eased
- The use of will points in dungeons and on fields has been reduced. No willpower is consumed on Ereda Island
- Characters who were created prior to the last inventory improvement will receive an 8x5 slot inventory
- The trade limit on the Bulletin Board has been raised from 30 to 50 million ED.
- You can now store up to 50 million ED in the Account Bank.
- 1x free entry daily into the secret and hero dungeons, Elyanod City and Fight to Defend the Eldrit Tower
- Hero armour will no longer fall below level 10

3. Elsword Development Continues! Item System Renewal

- Equipment up to +8 will no longer be destroyed during upgrade attempts.
- Cubes of the Apocalypse (Void Type) can now be stored in the Account Bank.
- If a character does not receive a Cube of the Apocalypse (Void Type) through Add's Energy Fusion Theory, then each time they retry, the chance they will receive a cube increases.
- Improvements to the Epic PvP Quests:
 - The quests can be played from level 75 and the requirements have been eased.
 - Once an epic PvP quest is completed, the character will receive 'Camilla's PvP Equipment Cube (Level 8)'.
- The item average level has been removed from the character information and has been replaced by the values for battle strength and defence power.
- Dungeon entry conditions are no longer dependent on item level but instead the battle strength.

- The equipment set effects for levels 1-90 have been removed (excludes secret dungeons). The amount of item sockets will be adjusted according to the equipment level.
- Set effects of avatar sets will then now be activated when the individual pieces have different colours.
- Ice Sculpture Heaters (old) now no longer require Poru Seals for trading. They can be traded without seals.
- The requirements for 2nd Class (Transcendence) quests have been relaxed; raised the quest item drop rate to 100%.

4. Magic Stone System Rework

- The alchemist NPCs (Hugo, Alchemy Refiner) of Elysion and Elyanod receive a 'Grant Magic' button.
- As with the Elyanod Magic Stone, the icon frame will be highlighted with a glittering effect on items who can be granted magic.
- (Can only be applied to the following weapon types: Secret Dungeon, Hero Dungeon, Henir's Time-Space, Apocalypse, Perkisas and Eltrion.)
- The Grant Magic window displays the weapon's current status. At the same time, the magic stones and fusion energy discs that can be applied to the weapon will be highlighted with the glittering effect.
- The fusion energy discs already applied will be shown in 'Grant Magic' for apocalypse weapons. The fusion energy discs can also be equipped using this system.
- - The classifications of levels 1 to 15 will be changed as follows: levels 1-5 (red), levels 1-5 (blue) and levels 1-5 (yellow). Example: level 7 is now level 2 (blue).
- - Fusion energy discs and magic stones can both be applied to apocalypse weapons.
- Price of 'Grant Magic': 200,000 ED