

– We've improved our starter system so new adventurers can now go travelling more easily!

① Tutorial improved

- If you have at least 1 character at level 10 or higher in your account then the town and field tutorial will no longer be started once you create the next new character.
- Following this improvement, the town and field tutorial will also no longer be started for characters at level 8 and higher.

② Beginner Guide (town and field tutorial) improved

- The button for clicking on during the town and field tutorial now appears faster than before.
- If all town and field tutorials have been completed, the character has reached level 5.
- A character who plays the tutorial dungeon from level 5 will not receive EXP.
- EXP events do not count in the tutorial dungeon.
- When a character is created, the dodge skills and necessary skills will now be moved from slot A to slot C and those from slot S will be moved to slot A.
- When skills are obtained before level 10, these will automatically be equipped in the skill slot.

③ New adventurers receive an Equipment Cube

- The character will receive an Equipment Cube when they complete the quest '[Dungeon] Too big for Willard'.
- As long as the Equipment Cube remains unopened, a message will appear above the inventory symbol to remind the player.

④ Better reward after class change quest

- The character will receive the [CoBo] Skill Slot Expansion Medallion (15 days) after completing the 1st class change quest.
- The character will receive the [CoBo] Skill Slot Expansion Medallion (30 days) after completing the 2nd class change quest.
- The character will receive the [CoBo] Skill Slot Expansion Medallion (Transcendence) (15 days) after completing the Transcendence class change quest.

⑤ Info messages have been added for the Hero buff and pop-up window

- An additional info display now appears during automatic matching on the buff 'Hero's Concentration' in which players are informed about the matching time and members.
- Players will be informed about why the 'Hero's Concentration' buff cannot be used with the current members. The members will again be requested to confirm the start.

⑥ Improvement of the early Epic Quest 2

- The following subquests for Epic Quest 2 have been deleted from the quest list: 2-1 'A True Friend' and 2-2 'CoBo'.
 - They can no longer be opened.
- The reward for the quest '[Pet] Contaminated Birth Crystal, Part 3' has been changed from Birth Crystal (Little Poru) to [CoBo] Wild Little Poru (15 days, including Pick Up Item Aura).
- [CoBo] Wild Little Poru (15 days, including Pick Up Item Aura) has been added to the quest 'Harrison's trust' as a selectable reward.
 - When the Pet [CoBo] Wild Little Poru (15 days, including Pick Up Item Aura) is summoned it receives 100% fullness and intimacy.
 - CoBo weapons have been added to the selectable reward for the quest '[Dungeon] Magical darkness'.

⑦ Improvement on obtaining the title 'Anne's Gift'

- If the character has completed the quest 'Anne's Gift', a pop-up window appears letting them know they've received the title 'Anne's Gift'. Then the player can choose whether to equip the title immediately.
- If they equip the title immediately, 'Anne's Gift' will be applied and the window for the title will open automatically.

- The condition for the title 'Anne's Gift' has been changed from playing through the quest '[Field] The Thieving Poru' to playing through '[Dungeon] Defend the Eldrit'.

⑧ Miscellaneous (Standard settings/dungeons/items)

- After a new character has been created and the tutorial has been completed, the player receives 20 HP potions and 20 MP potions in the quick slot.
- Ancient Poru no longer appear in El's Tree (normal) now and the dungeon can only be completed by beating Balthazar.
- Just as with El's Tree, Forest Ruins, Misty Marsh and Nightwood are now 1-person dungeons.
- If the box in the Forest Ruins (stage 0 and 1) is on the third level, one will also be added on the second level.
- The box on the third level of Misty Marsh 0 is now on the second level.
If there's a box on the third level in stage 1, then a box will also be added close to it on the second level.
- '1 minute' is now displayed instead of 'Unknown' during the automatic group search.
- Regular dropped equipment now has an enhancement of +4 to +5 when you pick it up.
- All event scenes and the event scenes for accepting a quest can now be skipped by pressing ESC.

① Redesigns from Ruben to Altera (field and town)

- The size of Ruben has been reduced and more players can now enter.
- There's now only one field in Elder and the rest area there has been removed.
- The fields in Besma and Altera have been removed and you can now use the rest area in Besma to reach Altera or Peita.
- You can now enter Peita from lv. 34.
- The size of the villages of Elder and Besma has been reduced and the NPC's have been redistributed.

② Improvements to early quests

- If a quest is completed and [End immediately] appears, the [Complete quest] button will now flash up to level 10.
- Part of the Epic Quests has been removed and some conditions for carrying out quests have been adjusted.
- The conditions for quests in Ruben have been relaxed.
- The quests and the accompanying guide in Ruben have been removed.
- The conditions for quests in Elder have been relaxed and the field boss has been removed.
- The conditions for quests in general have been relaxed and the quest rewards have been adjusted.
- The 1st class change quest has been reduced and the conditions have been relaxed.

③ Improvement of UI and the guide

- The errors in the Elsword tips displayed when loading a dungeon have been fixed.
- The background of the input field for names during character creation has been changed as has the UI design for server selection.

④ Other improvements

- The EXP required after level 1 has been adjusted.
- If you click [Keep group] after completing a dungeon, the character goes straight to the village.
- The time until a character name can be reused has been reduced.
Previously: 2 weeks (14 days) after deleting the character

Now: directly after deleting the character