



## June 24, 2015 Patch Notes

### Siege

1. Ahserion will now spawn at the correct time, Saturdays at 7:00 PM server time.

### Skills

1. Several skills have been reverted to their proper names.

Class	Skill
Chanter	Healing Conduit
Songweaver	Pulse
Ranger	Sandstorm Trap
	Poisoning Trap
	Spike Trap
	Spike Bite Trap
	Advanced Eye
	Sleep Trap
	Tactical Retreat

- The Spiritmaster's Spirit Armor of Light skill has been renamed to Divine Spirit Armor.
  - Zikel's Wisdom has been renamed to Empyrean Wisdom.
2. Fixed an issue where the Aethertech's Kinetic Battery and Kinetic Bulwark skills were displaying incorrect information.

3. Fixed an issue where the Templar's Holy Shield skill was displaying incorrect information.

## NPCs

1. Balaurea Frontier Portal and Balaurea Invasion Portal in the Abbeys no longer reference removed zones.
2. NPCs that reference Morning Light Headquarters have been updated to Aegis Expedition Headquarters.
3. Fixed an issue where some enemy names in Drakenspire Depths were displaying improperly.
4. Fixed several minor bugs in NPC dialogue and names.
5. Fixed an issue where some merchants were accepting the incorrect currency.
6. Fixed an issue that caused certain bosses in Ophidan Bridge to respawn.

## Quests

1. Fixed a bug where the Watching Eye item in the Asmodian quest "Go to Gelkmaros" had the wrong name.

## Rifting

1. The Conqueror and Furious Conqueror titles now display as such.

## UI

1. Fixed various minor UI issues.

