

[Elder Scrolls Online] Patch Notes v1.0.2 (07 April 2014)

Floryn, Monday 07 April 2014 - 09:59

Gina Bruno wrote ...

FIXES & IMPROVEMENTS

Alliance War

General

Fixed an issue where siege weapons in Cyrodiil could have odd behavior after a crash.

Crafting & Economy

General

- » Fixed an issue where the game could crash when selling items to a vendor.
- » Hireling goodie bags are no longer tradeable.

Dungeons & Group Content

General

- » Edited the names for a number of items found in dungeons.
- » Sheogorath's Tongue: The cave boss now respawns at an appropriate rate.
- » Elden Hollow: Chokethorn will now always agro you when he is engaged.
- » Veteran Darkshade Caverns: Boss: The Engine Guardian's green phase now triggers properly.

Dark Anchors

- » Fixed an issue where the anchor could become stuck when a large group engages it.

» Dark Anchors now properly reset back to their correct state when nobody is around.

Miscellaneous

General

» Fixed an issue where guild members with deposit only permissions could not deposit into the guild bank.

» Fixed an issue where you were unable to mount your horse if you went to a new area while already mounted.

Quests

General

Fixed an issue that occurred within a number of areas where you could knock other players or monsters out of the world.

Auridon

» Frog Racing has been outlawed, and the quest is currently disabled. Race organizers vow to petition the queen for their return.

» Wishing wells have been removed from Skywatch.

» Sever All Ties: High Kinlady Estre should now always appear when she should.

» In The Name of the Queen: Colanwe should no longer get stuck and block quest progression.

» Rites of the Queen: Queen Ayrenn should no longer get stuck and block quest progression.

» The Mallari-Mora: Uricantar will no longer instantly respawn.

Deshaan

Challenge the Tide: You can no longer repeatedly summon Gruzna.

Glenumbra

- » The Ghosts of Westtry: Fixed an issue so "Listen to Rosalind and Leon's Discussion" now properly completes and advances the quest.
- » Reclaiming the Elements: Each of you is now able to open a portal and advance the quest.
- » Mastering the Talisman: Gabrielle now always spawns near her tree.
- » Champion of the Guardians: If a monster that is defending the Wyresses gets stuck, it will now reset properly and advance the quest.
- » Reclaiming the Elements: Fixed an issue that was causing the quest to break when abandoned.
- » Wolves in the Fold: Refugees should now properly transform into werewolves as intended.

Grahtwood

- » Unsafe Haven: Jeer-Tei should now always now spawn on the boat.
- » Unsafe Haven: The ritual hostiles should now always spawn.

Greenshade

- » Handmade Guardian: The Bosmer are no longer interested in the sport fighting of lurchers.
- » Frighten the Fearsom: The Kollopi Essence disguise no longer works in Cyrodiil.
- » Retaking the Pass: You should now be able to get credit for closing the rifts during the "Close the Shadow Rifts" step.

Mages Guild

Long Lost Lore: Fixed an issue where you couldn't always use the portal at the end of Cheesemonger's Hollow.

Main Quest

Castle of the Worm: Overwhelming Power is now properly removed from you.

Rivenspire

- » Shornhelm Divided: High King Emeric should now appear when he should.
- » Children of Yokuda: Poison barrels should now spawn on for the step "Foil the Poison Plot."

Shadowfen

The Fangs of Sithis: Barvyn should now respawn as intended if he becomes stuck.

Stonefalls

- » Desperate Souls: The boss event now properly resets if the boss gets stuck.
- » Enslaved in Death: Spectral Slaves should now be able to be freed as intended.
- » The Brothers Will Rise: You should no longer get blocked when dying to a summoned atronach.
- » The Brothers Will Rise: Brimstone and Hatewarden should now be able to be spawned after becoming stuck.

The Rift

Gift of the Worm: The Graveborn Fleshripper should now respawn as intended if he becomes stuck.

UI

- » Added an English textual warning when deleting a character reminding you that items still attached to characters on deletion will be deleted. This includes items granted through pre-ordering, Imperial Editions, and beta rewards.
- » Reduced the number of characters that can be entered into a chat message. This should resolve an issue where some messages were too long to properly view in the chat window.

Source:

Band Of Brothers Guild

<https://www.bob-guild.net/gw/news.php?item.331>

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