

KOE BUG REPORT BETA32g NOVEMBER 14TH 2015

- Ruby Gargoyle not dropping heartseeker *fixed?
- Put gate on Stonebridge for main quest (so have to talk to gyorn) *added
- Remove a couple of Rock Beasts in ambush at bottom of one elevator in Mines *done
- Lock back gate at Glacern so have to talk to Overseer *done
- Only exit from Goblin Warrens if have merik's staff *done
- Sanctuary Doors levels in tune with Local setting/off *revised
- Put barricade at exit from Droog City so have to get quest to open *added
- Exit elevator from Goblin Warrens & all small lifts no gather points *fixed
- Dm_r2, dm_r8, dm_r11 generator.gas replace mine_worm_ds1 with ds1_mine_worm *fixed
- Dm_r11 actor.gas mine_worm_ds1 replace by ds1_mine_worm *fixed
- Dm_r11 actor.gas replace moth_ds1 replace by ds1_moth *fixed
- Path2nt generator.gas replace wolf_white with wolf_white_ds1 *fixed
- Nt_r1 actor.gas replace wolf_white with wolf_white_ds1 *fixed
- Ac_r3 actor.gas replace ice_warrior_ds1 with ds1_ice_warrior *fixed
- Ac_r3 actor.gas replace ice_archer_ds1 with ds1_ice_archer *fixed
- Lc_r5 actor.gas replace ice_warrior_ds1 with ds1_ice_warrior *fixed
- Lc_r5 actor.gas replace ice_archer_ds1 with ds1_ice_archer *fixed
- Tr_2 actor.gas level 37 wolf_black_ds1_boss *fixed
- Ice mages summons replace summon ice_warrior/archer_ds1 with ds1_ice_warrior/archer *fixed
- Phraks & rats inside cages *is there any? • Base_spider_ado_ds1_boss (level 30) *fixed
- Base_bandit_ds1 dual wield (level 45) *fixed • Fury & kin a bit more powerful *revised
- Boryev still has selective hire icon *fixed
- DC teleport in Desert Canyon is a flag (remnant from testing?) *fixed
- Lord Bolingar has quest icon but get option to hire when speak to him and then the quest. Suggest first dialog is about the quest and then option to hire. *no revision needed, works fine
- Chamber of Stars quest not check off even though four sub tasks were completed *fixed
- Changes to elevator to Gom so that party can reach Gom again if they save at the bottom and then reload *done
- Gom second form changed so that even if players save after defeating the first form, the second form still should be there if they reload the saved game (previously it would disappear due to the way it was generated). Still untested if there's still a chance of this happening in the 10 seconds between the defeat of the first form and the second form actually appearing. *fixed
- A portal opens back to the top of the elevator once Gom is dead *revised
- Handbooks beyond lesson 11 *done
- Adjusted Quest Levels in Journal *adjusted

KOE BUG REPORT BETA 32h NOVEMBER 26th 2015

- Add & check Phraks back into cages *done
- Level 43 Dungeon crawler in swamp graveyard (where other level 30 grave crawlers are located)*fixed
- Level 30 Forest Phraks (other monsters are 36) *fixed
- Level 45 Bone Drake before fortress Kroth (others are 40, party level is 38) *changed (41)
- No conversation for Naidi, Rusk or Zed. *fixed
- Ruby Gargoyle not dropping heartstopper unique weapon *maybe
- Transmute spell can destroy the spellbook in the crypts preventing further progress *fixed
- Transmute spell can destroy drevin's hammer in the crypts *fixed
- No gather points in elevator in Goblin Stronghold at gi_r1 0x1ff3d3d1 *added
- Check gather points in exit elevator from Goblin Stronghold at gi_r3 0xa757846f *checked
- Krug in path2crypts not correctly displaying their weapons *fixed

- Radar image for non-existent DC at DC_r1 0x99f17897 *fixed
- Barricade at exit of Cliffs of Fire not always working correctly *fixed & replaced with a gate
- Revising Ruby Gargoyle's attack *unchanged • Revising Furies *revised
- Radar in crypts off center *revised • Radar in Hall of Skulls off center *revised
- On screen message or something to indicate that there's a savepoint near Skartis on way to Crypts *added

KOE BUG REPORT BETA 32k JANUARY 10th 2016

- Star Chamber Artifact Quest broken *fixed

KOE BUG FIXES BETA32q 28th FEBRUARY 2016

- Phantom walls in Glitterdelve Mines (cave with scorpions) *checking
 - Unconscious Legionnaires *fixed
 - Search for Merik Quest can be bypassed *fixed
 - Crypts radar not working properly *fixed
 - Ruby Gargoyle dropped two heartstopper bows *fixed
 - Scorch is listed as a dragon queen but should be male *fixed
 - Maybe too many gas traps in swamps? *revised
 - Traveler pet seller scarecrows *fixed
 - Two potion icons at Jeriah's house *fixed