

UTRAEAN PENINSULA BUG REPORT NOVEMBER 14TH 2015

- Respawn monsters at DC next to Ma Kettle's House *fixed
- Several level 37 or 40 mucosa in Hovarts Folly *fixed (13-15)
- Npc in tapestry room in Hovarts Folly not displaying a name *fixed (Shair Tullen)
- Minor convo error for dwarf soldier outside Hovarts Folly North *fixed
- Various Low level skeletons, mucosa, wolves and snapper in Great Northern Forest *fixed(40-42)
- Various level Krug Shamans, Grunts, Hyenas, Commander, Chuckers in Hovarts Marsh *fixed
- Various low level Krug Shamans, Grunts, Brown Snakes & Bears in path to Crystwind Mines *fixed
- Ancient corpse mini-boss in Hovarts Folly positioning *fixed
- Legionnaire dwarf in Crystwind tavern in scarecrow position *fixed
- Minor convo error for Orla Riverstarn *fixed
- Minor convo error for Colart Kargurnius *fixed
- Origins of the Dwarves lorebook has a grey quest-updating icon above it. *fixed
- Dead dwarf's body sparkle effect not stopping after quest completes *fixed
- Minor convo error for npc outside of Crystwind Mines exit in path2ice *fixed
- Short Cut to Jessa Alberd *fixed (now blocked forcing players to take longer route past Ziggurat)
- Unreachable crates in Path2Ice *fixed (removed crates)
- 2 instances of Billib Borus npc in Fallraen *fixed
- Two other duplicate npcs in Fallaren *fixed
- Confusing sparkling of books in Magicatorium *fixed
- Minor convo error for Smithy Liorne *fixed
- Lorebook Fallraen mentions Meren being located on the West Coast not East Coast *fixed
- Resurrecting Lagreth in Ice Cave pass Fallraen *maybe (been revised)
- Two types of ice_mages (level 24 & 31) *fixed plus level adjusted to 27
- Level 30 Ice Beasts *fixed (23)
- Level 30 Rugged Snow Kurgan *fixed (25,27)
- Level 38 Stone Golems in Quarry *fixed (28)
- Level 17 Mimics *fixed (various levels now)
- Level 10 Bone Minions *fixed (various levels now)
- Level 21 Ice Elementals *fixed (25,27)
- Level 22 Snow Bears *fixed (27)
- Level 15 Giant Hydra *fixed (30)
- Level 15 Holy Serpent *fixed (45)
- Level 15 Giant Ants *fixed (41-44)
- Level 0 Haku Signaler *fixed (42)
- Level 30 black wolves in Redwood Gap *fixed (36)
- Lift down to Ancient Temple no gather points *fixed
- No secret sound messages for broken walls in Ancient Crypts, Ancient Temple *fixed
- Remove Drakes in ambush at bottom of one elevator in Temple *fixed
- Crate can't be broken at NEWBIE_DUN 0.392/-1.500/0.028 0x934AECA7 *fixed
- Ancient Troll does no damage *replaced
- Dwarf Hogar Stonehammer at bottom of quarry can give completed task & quest even if one of the stone golems is still alive *revised
- Two houses in Meren (priests & weapon armor shop) can be entered as though there were no doors *fixed
- Meren necromancer has wrong name & convo *fixed
- 2 same pair npcs in Meren *fixed
- Jerisa's husband? Change Raucia into a male? *fixed
- Priest Tas stands scarecrow on reload *fixed
- Reagent merchant and enchanters at Meren *added
- Pirate Captain's treasure chest loot is underwhelming *fixed
- Gather points needed at Meren *added
- Trader Verrus has Forest Klaw underneath 0xe0a67e8c *fixed
- Giant Spider dropped no loot (make mini-boss type?) *fixed

- Add Spellsword and Nightblade with Bandit Boss *added
- Add throwing female bandit from KOE *added
- Add dual wield bandits *added
- Level 26 Gorgak miniboss (others level 29) *fixed
- Minor convo error in Trader Gareth – warns of coven of witches on south slope. Suggest other side or West Ridge to make clearer in regards to radar *fixed
- Travel to Land task 3 completes but next task not activated *fixed
- Minor convo error in Lang potion trader convo (“/n/n) *fixed
- Adjusting quest levels i.e. Bandit Boss quest is 25 while pirates quest is 26 *revised
- Many DC locations display inconsistent names *fixed
- Incorrect radar for Ancient Crypts *maybe fixed but untested
- Gavel of Conveying is now a task within the associated quest *fixed
- Refine Greatest Explorer Quest as information at end is pointless *revised slightly
- Phantom counter in Castle Hiroth (party can walk through it) *fixed
- Refine Threat to Hiroth *revised but untested
- Fallraen Barracks quest is a little confusing as completion happens when returning up stairs. This was how it happened in LOU? *revised slightly (trigger activates earlier)
- Door in Flooded Sanctuary doesn’t open *revised
- Quest in Flooded Sanctuary doesn’t end like expected (i.e don’t clear out dungeon as asked to) *revised but untested
- Minor wording change to quest to retrieve Lang Mosquito Stone *done
- Hydrack at OF_R1 0x265EA250 not triggering properly *repositioned
- Redundant valve that does nothing at Swamp2Gi 0x2d973275 *fixed
- Wrong regional names for Goblin Warrens\Caverns if going in reverse direction *fixed
- Mechanized Suit not displaying properly on males *fixed
- Trader Rhud Emell has potion/grey? Indicator instead of potion bottle/orange ! *fixed
- Minor convo error for hero’s negative response to Rhud Emell *fixed
- Minor convo error for party banter at abandoned mine shaft *fixed

UNRESOLVED/REQUIRE FURTHER DEVELOPMENT

- Lectars does no damage
- Party members not attacking monsters in water in Castle Dungeon 0x08cbcd99
- Handbooks beyond lesson 11
- Mk II Robo Suit does negligible damage (also Robo Suit in Ehb)
- Three black flickering patches north-west corner of quarry at QUARRY -0.796/11.835/0.170 0x5EBD39E6 fade problems?