

UTRAEAN PENINSULA BUG REPORT BETA32g 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

UTRAEAN PENINSULA BUG REPORT BETA32i DECEMBER 5th 2015

- Eddim tombstone radar tombstone wrongly over Kale Louvren in church instead of undertaker by river *fixed
- Ma Kettle displaying refugee instead of her name *fixed
- Old Ma Kettle’s region extends to second house *fixed
- Lagreth’s not auto resurrects himself – weird *convo changed in Fallraen instead
- Dwarf outside of Hovart’s Folly North entrance has confusing convo – says what are you doing so far from town. *revised
- Still a duplicate npc pair in Fallraen – Larimer Mord *fixed
- Wrong regional names when going through Hovart’s Folly in reverse *fixed
- 2 same pair npcs in Meren, Oktavian Meliam (behind bar) and Lirrit Orion. *fixed
- Oktavian Meliam sells weapons and armor as well as potions & spells, which is surplus to needs (already someone who sells weapons & armor in Meren). *revised
- Lirrit Orion on inn roof reloads as a scarecrow *fixed
- Meren’s elevator gather point works only for 5 but not all six party members *undefined
- Ancient Crypts radar is still wrong *fixed
- Level 15 Daemons, Greater Daemons & Shadowlords, Succubus level 18 in Pit of Despair *fixed
- Level 23 Water Elemental in Flooded Sanctuary *fixed
- Level 32 Fettershins & level 33 mini-boss in Redwood Gap *adjusted
- Two Unguis not triggering in Flooded Sanctuary at 0xb9e244c1? *tweaked
- Googores, mine worms, etc can become mobile if hit by grasping vines *added immobilize to state_resistances for monsters that didn’t have it (googore, mine_worm , unguis , tretch, lost queen, etc)

- Added more variations in equipment carried by humanoid monsters (krug, skeletons, goblins, etc) *done
- Level 25 Frost Drake *revised
- Maybe too many monsters in drake spawning area? *reduced by 30%
- Level 35 rectors in castle *removed
- Level 11 skeleton guards summoned by liches (maybe changed to giant skeletons?) *revised
- Level 28 bone minions summoned by Undead azunite mages (maybe revise?) *revised
- Level 16 scorpions in endless dunes. *revised
- Unbreakable crate at des-r1 0x347d2f67 *removed
- Non existence radar shrines at dragon_r2 0x8772deac & 0xa7e3d81c *fixed
- Hiroth convo for Zuleika Montaigu not working *fixed
- Hiroth convo for Mort Pelfalmador complains of Morden everywhere *revised
- Hiroth convo for Captain giving quests repeat sentence about losing nearly a whole regiment *revised
- Ravaging of Castle hiroth lorebook mentions army of mutant spiders & needs reconciling with backstory of Lord Hovart revealed in banter. *revised
- Fire in an upstairs room thinks it's a door? Castle 0xc0d9a5bf *fixed
- Female soldier at mausoleum entrance has a male voice *fixed
- Soldier in mesa desert mausoleum exit labelled as legionnaire but dressed as militia *revised
- No gather point for elevator at desert 0xada288d1 *added
- Unbreakable vase at desert 0xb7ce224d (too close to cliff?) *revised
- Grescal no reagents merchant or enchanter *added + skill reset
- Grescal Potion merchant (azunite priestess chelle) should be sorceress Vielle Brathem) *fixed
- Grescal Dogs with no labels should be Scudhund & Sharif *fixed
- Grescal Spelling discrepancy for Lichah Brudevertis, should be Licah *fixed
- Lost Pyramid's quest log, Calixtica's dream but she's the undertaker while Wylie Talbot gives the quest *fixed
- Grescal Alwyn Gheldrick doesn't speak (should say something about Gikks being good to hunt & eat) *fixed
- Grescal Threat to Grescal acceptance, hero says we'll eliminated the threat not eliminate *fixed
- Utraean Militia Berserker on edge of Crystwind fights with monsters *fixed plus gate added
- Sar Viniens' convo about delivering message should come first *revised
- Signless post at Grs2des 0x9590a563 *fixed
- Some level 16 Skath Disciples before Sar Vinien and some level 15 Skath Cats after *fixed
- Two mythic Korven Boneslayers, one before and one besides Droog/ex-Legion outpost but only second one has mini-boss circle. *one removed
- Saving game at lower Quillrabe puts party at previous town, have trigger start at entrance *fixed
- Droog Pet Seller needs name, shop not marked on radar *fixed
- No Droog enchanter *fixed
- Firehammer hiring convo (best fight on the island) *revised
- Lectars does no damage *fixed somewhat
- Serpent Queen does no damage *fixed
- Ancient Troll does no damage *fixed somewhat
- Unguis aren't attacking *fixed somewhat
- Handbooks beyond lesson 11 *added
- Mk II Robo Suit does negligible damage (also Robo Suit in Ehb) *fixed
- Radar blackouts in Hiroth *maybe fixed
- Revise pit of despair doppelgangers – do they belong in a mid-level bonus dungeon? *removed
- Have monsters floating in mid air in Pit of Despair not drop loot *done
- Maybe reduce number of monsters in the maze areas? *done
- Skulls that originally had to be collected to open Pit of Despair still there. Suggest replace by chests. *restored skulls that need to be collected to open door
- Explain that first door into maze is now open in quest dialog about Pit of Despair *revised
- Remove riddle to open last maze door as is now redundant *restored
- Statues/firetraps in mausoleum don't work *fixed
- Refining Great Explorer Quest to take into consideration that players could start it prematurely by exiting North entrance from Hovart's Folly *revised
- Only get lorebook entry for Hiroth Stone if picked up *fixed

- Revise Flooded Sanctuary Quest further *revised
- Revise Ravaging Hiroth Quest further *revised
- Bridge between nalin starbringer & dragon catacombs can't be clicked on to move *unresolvable?
- Dragon queen not dying properly under certain circumstances *unresolvable?
- Gather points along Iliarth-Quillrabe Canyon don't fit all 6 members on elevator *unresolvable?
- Quillrabe teleport Hub on peneinsula map not centred properly *fixed
- Revised guard's convo in Iliart Valley *fixed
- Tretch at ds_r1 0x8b01de8e not attacking * repositioned
- Revise party banter on road to Lang regarding basilicus teleport system instead – explain why party can't use it yet *revised
- Many generators in farmland_and_chapel (0xfc6b5e68 to 0x41d66020) are slow to trigger *revised
- Revise ugly path in Great Explorer in Forest *fixed
- Party banter near Maegwin likely to be interrupted by monster attack *fixed
- Review tunnel to pyramid in reverse with entering Lost Pyramid only coming up when exiting *fixed
- No quest star at end of tunnel when exiting Lost Pyramid *fixed
- Level 15 Krug chuckers in Eddim lowlands where other monsters at level 6 *fixed
- Level 27 Forest Klaws in Great Norther Forest *fixed
- Level 36 Black Wolves in Great Northern Forest *fixed
- Level 39 Grey Wolves in Great Northern Forest *fixed
- Level 9 Raptor summons by Ha'ku Witch doctors *fixed
- Empty buffer zone between Iliarth Divide (level 7) and Great Northern Forest *incorporated
- Chomper not attacking at island 0x82c4ef8c (two others may have similar problems) *removed
- Maegwin's convo – ballads of future years *revised
- Mitromus Wyman's convo mentions blasted cats instead of wolves. He also has a sword but doesn't attack with it (can he be made like Jessa Alberd?) *revised
- Second hero convo with Wyman is 'I didn't want to disturb. Farewell. Should be disturb you. *revised
- Loola has male voice. 2 barrels next to her are breakable – make non-breakable. *fixed
- Added new quest to encourage exploring upper levels of Hiroth Castle *added
- Added new quest to find Lava Caverns *added
- Revised way Eddim lore map is given to the player *implemented
- Pit of Despair exit elevator not displaying correctly (black column) until ridden up. Gather points? *partial
- End boss of Pit of Despair a little easy *revised
- Dornek's Quarry Quest still not completing *fixed
- Banter at Mt Elspen says Sulphur Tunnels instead of Crystal Caverns *fixed

UTRAEAN PENINSULA BUG REPORT

- Party members not attacking monsters in water in Castle Dungeon 0x08cbed99 *not verified
- Three black flickering patches north-west corner of quarry at QUARRY -0.796/11.835/0.170 0x5EBD39E6 fade problems? Maybe caused by Sulphur Tunnels?
*not verified
- Revise the way Mimics attack in general. *tweaked but still needs work
- Radar not working across Great Northern Forest Boundaries (Eddim lowlands & Iliarth Divide)
- Low level (6) loot from dragon catacombs onwards
- Gather points still not working in Ancient Temple *are present, still investigating