

UTRAEAN PENINSULA BUG REPORT BETA32g NOVEMBER 14TH 2015

- Respawning 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 Montaigne 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 peninsula 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 BETA32k JANUARY 10th 2016

- A few convos fixed or revised in Fallraen *fixed

- Level portal flag removed outside of Fallraen (used for testing) *fixed
- Minor grammar errors in Fallraen *fixed
- Minor positional changes in Fallraen & Fallraen Forest *fixed
- Secret areas in Ancient Temple now sending secret message *fixed
- Fallraen Barracks quest revised *revised • Fourth task in Go To Lang quest not activating *fixed
- Revised some monster levels in crypts and hovart's marsh *revised
- Party members not attacking monsters in water in Castle Dungeon 0x08cbcd99 *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? *verified
- Fades not working for Sulfur Tunnels (associated with above) *fixed
- Revise the way Mimics attack in general. *tweaked
- Low level (6) loot from dragon catacombs onwards (global over all maps) *fixed
- Gather points still not working in Ancient Temple *are present, still investigating
- DS1 bows don't have tags *uncertain
- Mt. Elspen Banter (previous report) *uncertain
- Wolves in Redwood Gap still level 30 (previous report) *fixed
- Giant Spider's loot (should be working) *revised
- Redundant Goblin valve (previous report) *fixed
- Pit of Despair – remove daemons *done
- Pit of Despair maze doors open without finishing prerequisites *revised
- Flooded Sanctuary quest not working *revised
- Sanctuary Keeper fighting with wolves *revised
- Sanctuary Keeper's icon doesn't change to orange for final reward. *fixed
- Soldier's convo at Goblin Warren's exit refers to Sanctuary Keeper as female *fixed
- Party Banter going into Goblin Warrens incorrectly refers to Old Forest West of here instead of South. *fixed • Melee attacks stops curse from working for Lectars, etc. *revised
- Goblin Crates can be destroyed by AOE spells before releasing their monsters *fixed
- Saving game at lower Quillrabe not working *fixed
- Skath Disciples summon level 16 ironhorns *fixed
- Tweak grs-dry hard region (adduct)for level 36 & krug level 18 for grassland *revised
- Crystwind Town Map *fixed
- Blank spaces for History of Ehb, Zaurasks in the Peninsula, The Dwarve's Dark Secrets, Trogeus Evoleutus, Drocs in the Peninsula, Hassats in the Peninsula, Last of the Utraeans. Replace Dwarve's Dark Secrets with Battle for the Portal. *revised & fixed
- Blocked access to chest in Fallraen Forest *fixed
- Overlord Boss too easy *20% harder
- Quillrabe teleport map centers on Dornek's Quarry *fixed
- Kaveren's convo at Hiroth is in wrong order. Act III chapter 2 appears before chapter 1 *fixed?
- Little rats in Maljin dungeon (green dots on radar) not moving *fixed
- Mini portrait at inns in Meren, Lang & Hiroth incorrect *fixed
- Priestess Kelti's portrait wrong *fixed
- No Inn in Grescal – perhaps not needed *added
- No children in Lang *added
- Carpet at oasis 0x87926434 is floating *fixed
- Reagent merchant at Grescal sells armor (boots only) *revised
- Ghost shrine at fd_r4 0xde4ea5aa *fixed
- More differentiation needed between Soldier Ants and Worker Ants melee strong/minor *revised
- Droog Peace Treaty quest could remain uncompleted under certain circumstances *revised
- Hidden Secrets quest could be broken if room visited before quest obtained *revised
- Necromancer too close to magical barrier *fixed
- Militia at dragon's catacomb's exit should warn about impassable route to castle *revised
- Militia at mausoleum's exit convo is incorrect if player comes from the dragon first *revised

- Militia at mausoleum's exit says go north to Grescal instead of east *fixed
- Sar Vinien's convo has no third convo – can stop talking *fixed
- Level 28 bone minions summoned by Undead azunite mages *fixed
- One firetrap in mausoleum still not working at 0xde1043b5 *revised
- Door at castle 0x9a6ec16d doesn't open from inside *fixed
- Maegwin's convo ballads of.n and starts next para on next line instead of a blank line *fixed
- Banter at Island ignores alternative route *fixed
- Quest end at Island when gets of elevator instead of cave entrance *revised
- Island Wildlife could be more challenging *revised
- Asparagorn gadgeteer attacks a bit too fast *fixed
- Shades at Pyramid level 15 *fixed
- Possibly remove D.C. at exit from Hovart's Folly as fades not working on reload *done
- Radar not working across Great Northern Forest Boundaries (Elddim lowlands & Iliarth Divide) *revised
- Ugly dark path in Great Northern Forest *removed

UTRAEAN PENINSULA BUG FIXES BETA32r

3rd MARCH 2016

- Radar Blackouts in Hiroth not fixed *fixed
 - Unconscious legionnaires *fixed
 - Hidden Secrets Quest doesn't inform of task completing *tested
 - Threat to Hiroth doesn't inform of task completing *revised
 - Remove skulls & artifacts from inventory in Pit of Despair quest *revised
 - Quest arrow from Crystwind Mines exit points back into mines *revised
 - Dead dwarf that ends dwarven secrets quest hard to find *revised
 - Contemplation of Krug lorebook broken *fixed
 - Extra copy of blood armor from Lord Hovart *fixed
 - Elevator between Eastern Island & Lava Caverns can strand party members in the void *tested and appears working fine
 - problem with mood carried from Eastern Island to Lava Caverns with the elevator if starting from Lava Caverns - possibly associated with above bug *fixed
 - teleport radar icon shows near hovarts folly north *fixed
 - elevator to pyramid of the dead fades not working properly in lava caverns *fixed