

## 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 28<sup>th</sup> 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

#### KOE BUG FIXES BETA 33a MARCH 29<sup>th</sup> 2016

- Levers fading out on Guard Towers in Glacern \*fixed
- Quest to find Merik says Alpine Caverns instead of Arctic Caverns \*fixed
- Rapid jump on MLA local from 1-3 to 4-7 at Path to Crypts \*revised
- Rapid jump from 7 at Stonebridge to 11 after Stonebridge \*revised
- Sometimes double mimic at Path to Crypts \*revised
- Log Pulley on Big Door slides down to ground as opens \*unfixable?
- 2 Krugs at FH\_R3 get stuck near where the path drops down a level from the watch tower and is curving left around a rock face. fh\_r3 0xd4a12180 & 0x2d13187b \*fixed
- 1 stuck krug in Path2crypts facing west in little dent in south boundary cliff path2crypts 0x3a420f18 \*fixed
- 1 stuck Krug in FH\_R1 at overhang of cliff edge just round mini promotory after bear cave with its back against thin tree trunk fh\_r1 0xa250ed4c \*fixed
- Level 12 at Wesrin Cross, Spider Boss at level 10 too easy with MLA local \*revised
- Some walls in Glitterdelve can be walked through instead of needing to blow the barrels \*fixed
- Level 8 skeleton minibosses in Crypts (2 of them?) \*revised
- Edgaar should have orange ! Quest-giver icon \*fixed
- Edgaar should have well done speech once quest is complete (also gave a couple of potion) \*fixed
- 2<sup>nd</sup> task star should be over trap elevator rather than on floor below (doesn't show until goes down elevator) \*revised
- Skartis quest icon should be yellow not orange \*fixed
- A level 15 phrak generated from a cage in path2crypts 0x555137aa \*fixed
- Level 34 mimic at bridge \*fixed
- Cage\_glb\_breakable gives name of target instead of caged phrak or similar \*fixed
- Lore Book for DC teleporters out of date – should say “To use them simply activate a

- pedestal so that it has a light beacon radiating from it". \*fixed
- Wrong Heartstopper Bow dropped by Ruby Gargoyle (old version unique) \*fixed
- Altan's Leather is fine but underpowered (twice armor) \*revised
- Meat not working at way to Stonebridge below Watch Tower, while meat at Yesterhaven near Captain Kellen delivers potions like a health fountain. \*unknown
- Radar at beginning Farm is missing detail \*inconsequential
- Problem with levers on Watch Towers \*fixed
- Skartis has incorrect skin (shows yellow and black) \*fixed
- Unique items (snake sword, tangled scepter or green chain mail) not dropping at Wesrin Cross \*fixed
- Unique Items (we scepter, union sword or radiant gown) not dropping at Witches Coven in Eastern Swamp, \*fixed
- Unique Items (dragon scepter, dragon wing or dragon weave armor) not dropping from chest in Scorch's Lair \*fixed
- Unique Items (crown scepter, assault axe or imperial plate armor) not dropping from chest in Star Chamber. \*fixed
- Unique Item (eye scepter, jewel sword or cirene scale) not dropping from chest in secret area of Goblin Warrens. \*fixed
- Ambient deer move slowly (also rabbits) \*fixed for deer
- Minor grammar error in necromancer convos (all maps) \*fixed
- Snappers in pond at fh\_r1 0x048ba5cf \*revised
- Sparkle effect on special chests still appearing when region loaded again \*fixed
- Drevin's Hammer not saved in inventory (replace) \*replaced
- Alanna's icon doesn't change color when returning for reward \*maybe
- Scrub the beach quest sometimes impossible to fix as northernmost generator trigger is unreliable \*revised
- Alanna convo portrait has right hair color but wrong style \*maybe fixed
- Owen's portrait in pet screen different from convo portrait \*fixed
- Stonebridge doesn't have a reagents merchant \*added
- Naidi's recruit speech is wrong (come back with more money is played) \*fixed
- Wesrin Cross DC outside entrance has inconsistent names, Wesrin Cross when seen but Glitterdelve Pass when reloaded \*maybe fixed
- First side room in Wesrin Cross has skeleton sometimes walking on wall \*unfixable?
- Side room on right (with miniboss corpse) character can stand in table in SE corner 0x45e969e9 \*fixed
- Why should skeleton infect party members? Maybe only zombies? \*revised
- Misalignment radar map in homeless blacksmith dungeon \*fixed
- Slightly revised start \*revised