

## LOA BUG FIXES AND ADDITIONS BETA32p 28<sup>th</sup> FEBRUARY 2016

- First NIS too bright. Should be snowy \*revised
- Red goblin barrels don't explode \*fixed
- Regional levels \*revised
- Journal quest levels need to be added \*added
- Alternative quest prompts \*added
- Mod bestiary \*in progress
- Regions intro banners \*added
- Radar glitch in goblin caves near teleporter \*fixed
- Gobbot General doesn't fight back \*fixed
- Automatons with gun do no damage \*fixed
- Shadow Jumper too easy \*10% stronger
- Hard to find rock the night away quest on the ground \*revised
- Quest arrow in badlands not helpful \*revised
- Can make destroying dark generators a requirement before entering tunnels (like a force barrier?) \*added
- Quest arrow missing from Cliff City to Stronghold \*revised
- Quest arrow missing from Kmethket Tower to Cliff City \*revised
- Some doppelgangers have missing or transparent textures \*maybe
- Quest arrow missing in Kmethket Tower \*revised
- Cobblestone beasts too weak \*revised
- Shouldn't need to recruit Konus to get his quest \*fixed
- Radar overlaps at A5\_R2\_Ziggurats 0xbec6a073 \*fixed
- Radar overlaps at A4\_R2\_Deathmountain 0xed088a51 \*fixed
- Non solid bench at A4\_R3\_Mountaininterior 0x91a76d7e \*fixed
- Got stuck at A4\_R3\_Mountaininterior 0x8b8f6ddb \*revised
- No Quest arrow in Dig Site until speaking to Algher \*revised
- Enchantress & Reagent sellers at Traveller Camp are mixed up \*fixed
- Extra teleporter between Illicor & Dig Site around A3\_R2\_Digsite 0xc3e21314 or 0xb7df89c8 \*added
- Barrel at A3\_R1\_Darkjungle 0x35602198 drops unreachable loot \*removed
- Booka stuck at Jungle\_1 0x92045834 \*repositioned
- Quest arrow along Coastal Bluffs is a little messed up \*revised
- Jondar's banter at storage cave isn't relevant to first two banter \*revised
- Act 1 Primary Quest Staff of Stars should be renamed Continue the Pursuit or Found the Trail \*revised
- No reward from Mayor Dhon after clearing the storage caves \*added
- Extra Quests and Tasks \*added
- Extra Original dialogue and voice samples \*added

## LOA BUG FIXES AND ADDITIONS BETA 33a MARCH 29<sup>th</sup> 2016

- Teleport Map needs adjusting to reflect positions of each teleporter \*too hard
- Levers fading out on Guard Towers in Arhok \*fixed
- Can skip task 1 of removing the shadows if you take second path. Quest star should be further up at A9\_R1\_mesa 0xa7e23cdf above where the two paths merge. \*fixed
- Crystal clusters as terrain can be walked through (in tunnels?) \*fixed
- Mount Kreth teleporter one way to mountain? \*works
- Some level zero doppelgangers a6\_r3\_towertop 0x5e7b02fc, 0x30cf9c72, 0x4f636aaa,

- 0xf668456b, 0x6259bb30, 0xa24a4093, 0x30c4819c, 0x10ec2452 \*unfixable
- Illicors Staff a little weak at level 24 (comparison Ruins Herald is +8int, +15%combat, +18%fire resistance, +2 devastation, searing fire & ignite). Make it similar to a nature mage's version of Arinths Staff \*revised
  - Shadow Portal is very hard \*revised
  - Problem with levers on Watch Towers \*fixed
  - Lost Valley perhaps level 14-16 MLA local \*revised
  - Giant Spider & Lost Queen too easy \*revised