

SoD Public Bugs - Bug #23149

Hephernaan shouldn't have Teleport Field memorized

04/26/2016 05:11 PM - Richard Hilton

Status: Closed - Fixed	Start date: 04/12/2016
Classification: C - Minor	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version:	

Description

1. Start a new game
2. C:CreateCreature("bdhepher")
3. Hover cursor over Hephernaan and CTRL-M
4. Check the message box

Observed
Hephernaan has SPWI421 (Teleport Field) memorized

Expected
He doesn't have SPWI421

Note
Public report #22725

From forums https://forums.beamdog.com/discussion/comment/751001/#Comment_751001

I managed to sneak past the door by using the teleport field cast by Hephernaan. When everyone was teleported past I tried to go upstairs and the game didn't let me. The gate didn't open from the other side either so I was stuck inside the castle.

History

#1 - 04/26/2016 05:30 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 04/28/2016 10:38 AM - Scott David

- Status changed from Submitted to Closed - Fixed

#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0