

Doomsday Engine - Bug #40

jHexen: OLD Heresiarch Bug

2003-04-29 03:36 - quietust

Status: Closed	Start date: 2003-04-29
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	
Description <p>This isn't exactly a bug in JHexen; it's more of a bug in the original Hexen source code that never got fixed.</p> <p>Every single time a Heresiarch (the sorcerer boss with the 3 spinning mana cubes above his head) 'wakes up' (i.e. from being attacked by another monster or seeing you), it spawns a set of mana cubes above his head. The problem is that if they wake up multiple times (by getting distracted by another monster and then seeing you again), they spawn ANOTHER set of mana cubes and reduces their spell casting time (1/2, 1/3, 1/4, etc.). This can make them practically impossible to kill (especially on skill 5), since they re-cast their invulnerability spell so quickly (usually it takes about 3 seconds, but with this bug it can quickly be reduced to just over half a second).</p> Labels: jHexen Gameplay	