

## Doomsday Engine - Bug #702

### HeXen: Cleric Poison clouds move

2009-06-04 02:19 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Cleric Poison clouds move eastward at a fairly fast speed when they are spawned. They should remain completely stationary unless hit by a disc of repulsion.	
<b>Labels:</b> Gameplay	