

## Doomsday Engine - Bug #753

### [Hexen] Invincible Afrits

2009-08-31 19:34 - roffalcopter

<b>Status:</b>	New	<b>Start date:</b>	2009-08-31
<b>Priority:</b>	Lowest	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Modding		
<b>Description</b>			
<p>On that huge pit @ Guardian of Fire, where there's a switch to unlock Bright Crucible, I wasn't able to kill the Afrits that came from way down the pit. After killing the first three that are right on the start of the room, I just waited for the Afrits from below to come up to axe them. However, they were invulnerable (much like they were still on egg form or whatever it is), and I ended up dying multiple times in that same place. Only once I got to live until the lava pit came to an acceptable distance to drop down to, I actually got to kill all the Afrits on the room somehow (no invulnerable ones were left). I'm guessing it has nothing to do with them spawning on the pit because the Afrits that spawn on the pit near the portal to Episode 2 could easily get killed. Maybe something to do with that moving walls &amp; world collision stuff going on, since the pit near Episode 2 portal doesn't rise or something like that.</p>			
<b>Labels:</b> Hexen			

### History

**#1 - 2009-09-01 23:05 - danij**

- **labels:** jHexen Gameplay --> Hexen

**#2 - 2013-10-22 16:00 - skyjake**

- *Tags set to Hexen, Gameplay*

- *Category set to Defect*

- *Priority changed from Low to Lowest*

Could just be a vanilla Hexen bug?

**#3 - 2013-10-22 18:58 - skyjake**

- *Target version deleted (1.9.0-beta6)*

**#4 - 2017-04-03 14:58 - skyjake**

- *Target version set to Modding*