

Bug Tracker - Bug #152

Back gates of Champions keep

05/13/2012 08:57 PM - amusedapathy Assist Staff

Status: Resolved	Steps to Reproduce:
Priority: Normal	
Category:	
Modules Affected: Elysia	
Systems Affected: Area Build	
Description	
The north gates in teh courtyard behind the keep are still locked and warded (the blue zappy circle spell effect). It used to be that you could exit through those gates, once you got inside the front way.	
Imported from Mantis Bug ID 112.	
Related issues:	
Related to Bug Tracker - Bug #962: Elysia, Champion Castle Courtyard	Resolved

History

#1 - 03/06/2019 02:37 PM - Ambrosia QA/DM

I confirmed this 7 yo bug report is still valid on the live servers. My hazy war memory tells me it got locked during the siege of Elysia. which means the reason for it to be locked and visibly warded is long gone. is it still the intent to have it this way or can we unlock the door (from the inside) again?

#3 - 03/18/2019 12:12 AM - Hamlet QA & PH

- Status changed from In Progress to Resolved

#4 - 03/20/2019 11:31 AM - terror2001 (player)

The doors to the castle from the courtyard are also plot locked. Not sure if there is an IC reason for that but they are openable from the inside of the castle to the courtyard.

This currently causes a PC to become locked-in if they are in the courtyard and the doors to the castle and the wall gate doors are closed.

#5 - 03/20/2019 11:57 AM - Gorgon CCC

- Related to Bug #962: Elysia, Champion Castle Courtyard added