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| QA Report No. | 000001 |
| Bugg: | Archer & Assassin stop walking when player walks into a room. |
| How to recreate: | Have an archer or assassin be in combat with you, and walk into any small room. Make sure that the player is near a wall on all axis. |
| Solution: | When this occurs, the Archer or Assassin instead walks to his target, and engages in melee combat. |

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| QA Report No. | 000002 |
| Bugg: |  |
| How to recreate: |  |
| Solution: |  |