

## ELDEN RING NIGHTREIGN

Test #	Description	Pre-conditions	Test Steps	Expected Result	Actual Result	Status	Notes	Reproducibility
1	Final Day Boss – Wending Grace Defeat Bug	Player has reached the Final Day Boss in co-op (2-3 players) and at least one member possesses the Wending Grace item	1. Start a multiplayer co-op session with 2-3 players 2. Reach the final day boss 3. Ensure at least one player has Wending Grace item 4. Have all players die 5. Player with Wending Grace revives.	All players should remain in the fight; defeated players can spectate or wait to be revived	All killed players are shown the Defeat screen and returned to the main menu	Fail	Wending Grace item revive bug	Always (4/4)
1	Spectral Hawk Tree Backwards Bug	Player is in a solo or co-op session, character is positioned near the Spectral Hawk Tree, camera controls are working	1. Locate a Spectral Hawk Tree 2. Position your character in front of the tree and rotate camera opposite to path 3. Summon the Spectral Hawk	The Spectral Hawk should carry the player along the predetermined path.	Player is carried backwards	Fail	Flight direction bug	Sometimes (4/6)
2	Open World Bosses Exploit	Player has located the boss and is near a Grace	1. Locate an open-world boss 2. Find nearby Grace 3. Rest repeatedly during fight	Boss should restore HP if player disengages or rests at Grace	Player can repeatedly rest at a Grace without any downside during a Boss fight, allowing continuous HP and Flask restore.	Fail	Can exploit boss fight	Always (5/5)
3	Shifting Earth Events Inconsistency	Player has beaten the first boss and started a solo or co-op session	1. Start single-player or co-op session 2. Observe Shifting Earth events during map runs	Shifting earth events should spawn dynamically and vary between sessions, providing fresh encounters each playthrough	The same event repeats across multiple session, or events fail to spawn entirely, reducing variety and engagement.	Fail	Reduces gameplay variety	Most of the time (7/10)
4	Performance Issues Adel and Fulghor	Player has reached stage 2 of the boss fight with either Adel, Baron of Night, or Fulghor, Champion of Nightglow	1. Start a solo or co-op session 2. Reach boss encounter with Adel or Fulghor 3. Reach Stage 2 of the Boss	Boss fights should run smoothly without frame drops to maintain gameplay fluidity	The game stutters during specific boss fights, affecting combat responsiveness	Fail	Affects responsiveness and performance	Most of the time (3/4)