

## BJ Movement - Feature - Enhancement #1306

### Zavith'loa - The Lost Caverns - Set up for Stegoplatodon

2014-12-07 07:05 AM - srass

<b>Status:</b> Resolved	<b>Start date:</b> 2014-12-07
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	

#### Description

I am hoping that you can create something for the "a stegoplatodon" that will move the toons/tank where they need to be, this is the only thing holding me up on the Quest Creator, as it seems you can not avoid it due to the baby ones cause him to pull when aggro'ed. I would like to be able to have it run at the beginning of the quest bot and when hated by that type of mod do the setup, that way wherever it is pulled it will execute the set up.

#### History

**#1 - 2014-12-08 04:38 AM - bjcasey**

- Status changed from New to Resolved

Just turn move behind on everyone except the tank.