

## Quest Bot 3.00 BETA - Bug #1658

### Dead Mobs Still Being A Target

2016-07-18 02:59 PM - bjcasey

<b>Status:</b> Resolved	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> EQ2 bug, but can be fixed. Mob dies, but keeps a small percentage of health.	

#### History

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**#1 - 2016-07-22 06:28 AM - bjcasey**

- Status changed from New to In Progress

Should be fixed with Patch # 135. Waiting for testers to give me some feedback.

**#2 - 2016-07-22 08:03 PM - bjcasey**

- Status changed from In Progress to Resolved