

- 1 Fixed a potential problem with hit points becoming negative with characters having very high Constitution scores.
- 2 Fixed a potential crash on dial-up and serial games when viewing some transitional movies.
- 3 Fixed potential saving problem with "Auto-Pause on Trap Detection" feature.
- 4 Fixed a message displayed when a PC has a full inventory and an NPC tries to give the PC an item.
- 5 Adjustments made to the end game for some people who would not get the ending movies after the final conflict.
- 6 Fixed a problem with salamanders not always displaying their aura effects.
- 7 Removed dependency on Winsock 2 (should help for Windows 95 users).
- 8 Fixed a weapon problem on Fire Elementals.
- 9 Fixed a display bug with derived THAC0 when the Prayer spell was active.