

PROJECT SKYRIM - STANDING STONES

Patch Notes - Patch 2.1.1

THIS PATCH

This patch introduces minor bug fixes to patch 2.1.

BUG FIXES

Standing Stone Effects

Apprentice Stone

- ❖ This stone's Wild Magic effect will no longer trigger on potion use. It still triggers on restoration spells (as well as all other spells) as intended.

Status Display

Lord Stone

- ❖ This stone's effects now properly appear in the Magic Effects list for the player.