

# Convergence ER - 1.4.0.1 Patch Notes

## Additions and Changes

### General

1. The patch now includes the alt\_saves.dll again.

### Maps

2. Corrected a killbox in Castle Morne that would cause you to die while going up the elevator.
3. Removed a tree that was causing issues in the boss-arena in the Castle Morne Courtyard.
4. Added a couple braziers to Castle Morne to make spotting the nearby ladders easier.
5. Restored an enemy's appearance in Raya Lucaria.
6. Corrected the name of the Collector Merchant's Shack.
7. Adjusted some objects to better connect with the map.

### Enemies

8. Shortened the duration for Shabirri's Chosen to appear when encountered for the second (or more) time.

### Items

9. Added the Frenzied Flame Seal to the Weapons note of the Frenzied Zealot
10. Removed the Frenzied Flame Seal from its previous location at a Leyndell Merchant.

## Bug Fixes

### General

11. Fixed an issue where using the Hide Helmet feature caused you to gain no more runes and disable health regeneration from various sources.
12. Fixed an issue where a large sum of weapons could not be duplicated at the walking mausoleum.
13. Fixed an issue where the bell-less walking mausoleums would not have any visual effects on the altar during the duplication process.

### Maps

14. Corrected a killbox in Castle Morne that would cause you to die while going up the elevator.
15. Patched up holes in Shabirri's Chosen's Arena.
16. Fixed an issue where the Frenzy Shrine would not do fire damage and frenzy build up in certain scenarios.

17. Fixed an issue where the lever that opens a secret door in Morne Castle would not work in certain scenarios.
18. Removed a tree that was causing issues in the boss-arena in the Castle Morne Courtyard.
19. Patched an infinite fall in Castle Morne
20. Fixed some missing collisions in Raya Lucaria.
21. Fixed an issue where standing on a specific part of the expansion of Stormveil would cause the world to unload around you.

## Enemies

22. Fixed an issue where the mini-bosses in Deeproot Depths would come back after resting at a grace.
23. Fixed an issue that would cause Shabriri's Chosen to not be immune to aggro-breaking effects.

## Items

24. Added the Frenzied Flame Seal to the Weapons note of the Frenzied Zealot
25. Removed the Frenzied Flame Seal from its previous location at a Leyndell Merchant
26. Fixed an issue where buying the Mausoleum note from the Survivalist Merchant gives you the Demi-Human note instead.
27. Fixed an issue where the Raging Wolf Gauntlets would not drop from the Red Wolf of Radagon in the Cuckoo Evergoal.

## Weapons

28. Fixed certain animations on the Rimeheart.
29. Fixed an issue where the Ash of War of the Hammer of Virtue could still be used without the proper stats.