

Convergence ER - 1.4.1.2 Patch Notes

Additions and Changes

General

1. Reworked numerous rune, weapon and armor locations for various classes to smooth progression and prepare for future changes to the maps. Class notes are updated to reflect these changes.

Maps

2. Created a new starting location for the Frost Witch to support the new rune progression for the class.
3. Made a few adjustments to Castle Morne progression indication.
4. Added an additional fog collision to the Ulcerated Tree Spirit boss encounter at the Deeproot Depths Erdtree portal to prevent the boss from falling off the cliff.
5. Added a new portal near Weeping Evergaol that activates after the Evergaol boss is defeated that travels to the Carian Manor Perimeter tower.

Enemies

6. Lowered the HP and damage of Volcanist Dist and Nox Oracle Sadia NPCs.
7. Lowered the HP of the Kindred of Rot boss at the South Caelid Erdtree portal.
8. Increased the Mountain Troll's HP and poise.
9. Decreased the HP of the Grand Flame Prelate at the North Mountaintops Erdtree portal.

Items

10. Placed the Evasive Strike Ash of War in Bernahl's shop.

Weapons

11. Corrected the requirements of the Long Bow to better reflect its scaling.
12. Made a few minor adjustments to the speed of a few new unique weapon animations.
13. Added hyper-armor to the uncharged weapon skill of the Godskin Flayer and to the weapon skill of the Reaver's Odachi.
14. Zweihander normal attacks now use the animations of Osian's Greatsword.
15. Increased the base damage and weapon skill damage of the Axe of Rust.

Spells

16. Reduced the damage of the fully charged attacks of Roiling Magma.
17. Added Concussion and Rend effect descriptions to the spells that apply them.
18. Added Concussion to Seismic Instability.

19. Reworked Bestial Fervor:
Increases END and Mind by 10 - While active, casting spells that apply Rend will restore 7% of total SP and casting spells that apply Concussion will restore 7% total FP. Also, while active, the effectiveness of Stone Skin and Bestial Strength is increased.
20. Reworked Bestial Strength:
Grants stamina recovery of 8 and increases all physical damage you deal by 5% for 3 minutes.
While Bestial Fervor is active:
Grants stamina recovery of 20 and increases all physical damage you deal by 15% for 3 minutes.
21. Reworked Stone Skin:
Increases physical absorption by 15% and causes enemy attacks to rebound off your body for 2 minutes.
While Bestial Fervor is active:
Increases physical absorption by 15%, causes enemy attacks to rebound off your body and makes you less likely to stagger for 2 mins.
While Source of Creation is active:
Increases physical absorption by 30% and non-physical absorption by 15% and causes enemy attacks to rebound off your body.

Bug Fixes

General

22. Fixed an issue and added support for the "Consume All Runes" feature while using it in Seamless Coop.
23. Edited the .bat file that launches the mod to avoid certain launch bugs.

Maps

24. Fixed an issue causing the portal on top of the tower in Academy Crystal Cave to not work.
25. Fixed an issue causing the portal in Raya Lucaria to Volcano Manor to not work.
26. Fixed various collision issues in Volcano Manor and Academy Crystal Cave.
27. Fixed an issue causing the Redmane Gatehouse grace to become unusable.
28. Fixed the map location of North Liurnia Minor Erdtree grace.
29. Fixed several locations that could lead to an infinite fall animation in Sellia and Altus.
30. Fixed a few geometry issues in the Scion of the Sealed God's boss arena.

Menu

31. Fixed various typos and errors in item and menu text.

Enemies

- 32. Fixed an issue causing the Scion of the Sealed God to not drop runes.
- 33. Potentially fixed an issue causing the Vessel of Rot to fail to phase transition under certain circumstances.
- 34. Fixed a few issues causing some enemies to drop an incorrect amount of runes.
- 35. Fixed an issue that was causing certain enemies to perform their animations too fast.
- 36. Fixed an issue preventing the Mountain Troll at the South Mountaintops Erdtree portal from casting Giantsflame spells.
- 37. Fixed an issue causing the Demi-Human Chief at the West Gelmir Erdtree portal to become stuck on invisible terrain.

Items

- 38. Fixed an issue causing certain items to become unobtainable when looting rune arcs.

Weapons

- 39. Fixed an issue causing the Gargoyle's Black Axe weapon skill to deal too much damage.

Spells

- 40. Fixed an issue allowing Earthquake instances to stack.