

# Skydance's BEHEMOTH - 12/12 Patch Release Notes

Quest Version: 539947

Meta/Steam PCVR Version: 539893

PSVR2 Version: 539893

Dear Hunters and Giant-Slayers,

Thank you for playing *Skydance's BEHEMOTH*! The team here at Skydance put as much sweat and blood into making the game as you have shed in the Forsaken Lands. We are thrilled to see players enjoying that work.

This was an ambitious, technically challenging game to make. We are proud of what we accomplished at launch. That doesn't mean our work is done. We are listening to the community and actively looking for ways to make the game even better.

So let's cut straight to it: Combat has been controversial. Plenty of people love it as designed, so we're not going to radically change it. But we also heard reports from players who were frustrated by things like stamina drain, parrying challenges, and narrow windows for dodging attacks.

Armed with your feedback and our own notes on things we'd like to adjust and improve, we've fine-tuned our systems to make stamina, parrying, and dodging more forgiving. We think this new combat tuning will enhance the experience for all players, helping you live out your wildest warrior dreams.

For those who want an even deeper discount on Combat Stamina loss, we got you! Check out the new option, "Freestyle Mode." This reduces the Combat Stamina drain to minimized levels, effectively enabling you to swing away until you literally, physically run out of gas. (You'll still lose the usual amount of Stamina while climbing.) This mode is marked as "Beta" because it's in a test phase, so if you asked for it, let us know what you think.

Let us know what you think in general. We're listening, we're committed to supporting this game, and this patch is just the first step toward making *Skydance's BEHEMOTH* the ultimate grimdark fantasy action-adventure experience. There's a lot to look forward to in 2025, including launching Arena Mode 1.0, continued refinements to balance and performance, and maybe even a few surprises...

Thanks again for playing and being part of our community. Happy hunting!

-Your friends at Skydance Games

# \*\*\*Spoilers Ahead\*\*\*

## QUEST SPECIFIC

### **Over 1000 Art & Audio, Gameplay, and Player Experience changes and improvements made to Quest 3, Quest 3s, and Quest 2 including:**

#### Quest - Player Experience

- Added "Shader compiling" loading screen at game boot; appears if the player encounters a situation where shaders need to be re-created or downloaded from Meta's platform. If you see this message, no, the game is not frozen, please wait for 2-3 minutes and it should continue.
  - We will be looking to add better communication of the installation progress in the near future
- Haptics added to Main Menu
- Fixed crash during Arena Mode [BETA] when gong was struck in specific situations
- Fixed several low frequency crashes

#### Quest - Gameplay

- Rare instances where players could clip into Dreddstag have been fixed
- Climbing refinements to Shackhide's leg and side
- Added collision to geometry that players were able to phase into
- Ragnar will no longer disappear in the Forge during tutorial
- Fixed final boss glitch state that could occur
- Fixed janky handling when interacting with player's Scroll
- Fixed possible progression blocker during Nightscraper fight
- Keys will respawn in their ghost form when saving and reloading
- Fixed Mad Marauder from spawning inside geometry and getting stuck
- Improved collision around the Forge to prevent awkward interactions
- Improved action on opening sarcophagi in crypt puzzles
- Improved hit reactions and state transitions on enemies in combat
- Refined hand grips and IK on vertical and horizontal rope grips
- Added torches and wall mounts to Nightscraper's domain

#### Quest - Art & Audio

- Improved numerous environment and foliage textures on Quest 3
- Improved material resolution on various surfaces
- Improved lighting for visibility and dramatic flair
- Substantial reduction to visual popping issues in the environment
- Improved player arm position when using Forge
- Fixed several floating assets: arrows, medicine bags, rubble, etc.

- Improved cliff collision at start of game
- Added boundaries to prevent player from seeing out of the world
- Music will no longer stop during Shacklehide battle

## **PSVR 2 SPECIFIC**

- Blood should no longer show as black (bathe yourselves in crimson ichor!)

## **ALL SUPPORTED PLATFORMS**

- Progression Blocker Fixes
  - Kragjaeger, Dodstreng, and Lognbryter should no longer go missing when transitioning levels
  - Shacklehide's Cradle - The gate leading to the combat room should no longer be closed before entering the area
  - The Hollow King - Players should no longer get stuck in or repeat Phase 1
  - Players should now be able to Fast Travel after the end of the campaign to continue their post-game collection
- Combat Updates
  - Tuning changes:
    - Player dodge is more forgiving with additional i-frames for a total 0.5 seconds invulnerability
    - Enemy dodge/side-step has been disabled (for now...)
    - Exposed headshots on standard enemies should now be 1-hit kills (minibosses can still take more than 1 strike to the head, depending on their remaining health)
  - 2-handed weapons feel has been greatly improved
  - Block and Parry - Weapon angle for successful parries and blocks has been increased (Forgiveness Angle is based on how "perpendicular" the players weapon is in relation to the incoming attack)
  - Combat Stamina Drain
    - Tuned across all difficulty modes, using Kragjaeger and minimum stamina bar as baseline
      - 5 swings with Kragjaeger red-lines you without sending you into winded
      - 3 combo attack, followed by a throw will redline you without you going over
      - Reduced throw stamina cost so 4 successive throws with Kragjaeger will wind you (increased from 2)
      - Removed the stamina penalty for player attacks that are blocked by the enemy by hitting their shield, weapon or helmet
        - Stamina Loss Multipliers are tuned by difficulty level
        - Tenderfoot has 0.35x combat multiplier, 0.5x non-combat multiplier
        - Standard has the baseline values

- Barbarian has 1.25x multiplier across combat and non-combat
      - Stamina drain during climbing is unchanged
    - Freestyle Mode (BETA)
      - Players can enable fractional Combat Stamina, allowing them to hack and slash until they can't physically swing anymore
        - This can be toggled on/off via Options Menu > Gameplay > Stamina Mode (BETA)
      - Achievements / Trophies are disabled when Freestyle mode is enabled; we are still testing how this affects combat balance and progression
      - Stamina drain during climbing is unchanged
  - Tenderfoot game difficulty has received additional adjustments to reduce damage from enemy attacks
  - Parry tutorial Marauder's health has been increased and attack damaged decreased, to give players more opportunities to master the art
  - Text for Parry and Block tutorials have been updated to be more specific and instructive
  - Herbs are faster to eat and recover health at increased rate
  - Feral archers attack damage has been reduced
- Miniboss Tuning Updates
  - Sora Ortel
    - Reducing homing distance while attacking
    - Reduced overall damage
  - Sora Vrisak
    - Should no longer spawn in the ceiling and fall to her death (even if it was occasionally funny)
    - Dagger attack damage has been reduced
  - Pale Archer
    - The Pale Archer should no longer turn invisible
  - General Ludovic
    - Shield bash attack will no longer one-shot players who are at full health. It's still plenty deadly, however. Increased i-frames on your dodge should help with avoiding that!
  - King Ragnar
    - Increased health
    - Increased attack rate
- Level Updates
  - Shacklehide opening scene should no longer replay when the player revisits the arena after already defeating this Behemoth
  - Players should no longer take massive damage when touching Shacklehide's feet, but players should still stay alert!
  - Zephyr's Pass - Spikes have been moved to the side of the room to help mitigate enemy self-destruction on Spike Wall
  - Duskhold - The Lever puzzle should no longer cause the door to not open

- The chest after the Pale Archer should be easier to open
- Throne Room - Replaced extra Health upgrade with the proper Stamina Upgrade
- Miscellaneous
  - Trophy Room Collectibles - Seems like the Trapper cleaned up while you were away. All statues have been moved to their wall inventory slots for now. We'll continue working on this area in future updates. For the time being, if you rearrange collectibles, they will go back to their inventory slots when you leave and return
  - Health and Stamina points should show correctly when the scroll is first opened
  - Medicine pouches outside of the Trapper's cell should no longer float
  - Tooltip for changing your difficulty at the start of the game should no longer pop up
  - Game version watermark should properly be shown on the Main menu
  - Many visual popping issues have been resolved
  - Various music streaming improvements
  - Various VO lines should no longer overlap
  - Various lighting issues have been resolved
  - Various crash fixes have significantly improved stability across all platforms

### **KNOWN ISSUES STILL BEING HAMMERED IN OUR FORGE**

- Official support for currently unsupported PC headsets on Steam will come in 2025
  - Controller map image for these headsets will not be present in the game
  - Controller mapping may be awkward
- Infrequent, random crashes in Nightscraper zone. We have updated our crash reporting to help us identify and resolve issues that have been reported.
- Some players may find hip slots too high. We're working on this, but our solutions need more time for testing and verification so we don't accidentally create new bugs.
- Quest only - Music may occasionally drop out during certain sequences. This appears to be the result of a streaming issue that is not easily fixed. Rather than take drastic measures that could negatively impact frame rate and performance, we are going to continue working on this problem.
- In rare instances, Behemoths may trap players causing a soft blocker. We are looking at how this is happening and to determine which solutions won't hamper the current experience. If you encounter this bug, often it can be resolved by reloading to the latest checkpoint or an earlier save.
- Standard weapons (not Kragjaeger, Dodstreng, or Lognbrytermay) may fall into the geometry and be unrecoverable. This has significantly improved but there are still infrequent instances.
- Some languages are not ideally formatted for the best experience.
- Some enemies may still get stuck in level geometry.

- Some Coloss collection values may be incorrect and not properly registering. We were hoping to have a fix in time, but need longer to make certain we get it right. For now, please report any instances where your Coloss collection does not register.
- Camera judder when throwing daggers and breaking pots and killing enemies. This is still being investigated.
- Some jank can happen with items in hip slots. Issues reported have been variable, so we are looking into whether there is a root cause.
- Trophy Room Collectibles - We want to make it so you can rearrange your collectibles in any order, without the Trapper cleaning up after you. One of these days, he will keep his grubby hands off your stuff.