

## **Skydance's BEHEMOTH - 2/12 Patch Release Notes:**

To Our Dear Wings of Vengeance,

Valentine's Day is just around the corner, and we wanted to share our love and appreciation for our community with the second major patch for Skydance's *BEHEMOTH*!

The team has been hard at work since the start of the year, and our big focus has been on taking the feedback we've heard from everyone here and turning that into meaningful improvements to the game. Our hope is that if you've said something about the game that irks you, you'll see something in these patch notes that addresses it.

So what's in this heart-candy-filled patch?

We've taken a fine-toothed comb across all of our environments, and a \*ton\* of pops, holes, and floating objects have been addressed across all platforms. We've also figured out what was causing our audio layers to drop out from time to time, so our soundscape should now be relentlessly immersive. Rats will no longer steal Coloss from Wren's inventory nor the environment, keeping all bars intact. We've spent a good amount of time with hand grips across the game, so climbing, grabbing, and Behemoth-riding should see some significant improvements. All told, we've fixed over 700 issues, large (Behemoth-sized) and small (Wren-sized).

This is not our final word, nor our final patch! There are some longer-tail issues that will take more time to sort, and more quality of life improvements that we'd like to roll out as well. We're also planning on fulfilling our promise to bring Arena Mode out of Beta – we'll have more details about what we're doing there in the coming months.

With that, we wish you a happy Valentine's Day! We hope you can feel our love for this game, and for you, our community of titan-killers and Hollow-delvers!

-Your friends at Skydance Games

### **Patch Notes**

Over 700 issues have been resolved since our last patch. Fixes include a number of issues surfaced by the community, noted as follows:

#### **Community Surfaced Fixes**

- Fixed a litany of holes, texture issues, and LOD popping across all environments
- Resolved intermittent audio issues in the Nightscaper fight
- Resolved intermittent audio drops throughout the game

- Resolved the issue of enemy NPCs sometimes spawning inside of each other
- Resolved the issue of enemy NPCs sometimes spawning invisibly
- Resolved the issue of enemy NPCs sometimes getting stuck in the snow in the Shacklehide fight
- Resolved an issue which prevented Quest 2 and 3 headsets from launching the game through Steam
- Resolved an issue where launching the game through Virtual Desktop could cause a black screen during gameplay
- Fixed an issue where the Strength Source sometimes wouldn't open in Dreddmire
- Resolved an issue where Wren could get stuck entering the crypt containing Kragjaeger
- Improved the usability of levers across the game
- Improved hand grips and their functionality across the game, reducing jitter, the opportunity to experience a dislocation event, and other immersion-breaking moments
- Resolved a rare issue during the final boss encounter, where a grapple point would not enable as intended, potentially blocking progress
- If Wren happens to leave their Coloss weapons in the forge before progressing to Nightscraper, this will no longer block progression
- Resolved an issue with long ropes sometimes being unclimbable
- Resolved an issue with blood that wouldn't stain Wren's arm when engaging in combat where blood would otherwise be expected
- Resolved an issue with some Coloss bundles that would not be added to Wren's inventory as they should have
- Resolved an issue with some Coloss bundles that wouldn't spawn in their intended locations

- Resolved an issue with a checkpoint in the final battle which sometimes wouldn't trigger correctly

## **GLOBAL Fixes**

- Resolved an issue with recalling Coloss weapons when dual wielding
- Resolved a number of graphical issues throughout the Dreddmire
- Improved many animation transitions across all enemy NPCs
- Resolved several potential crashes and hangs
- Addressed combat feedback during the final boss encounter with improved animations, VFX and SFX
- Addressed an issue that allowed players to bypass a mechanic used during the final boss encounter
- Jars will no longer change textures when destroyed
- Resolved an infinite arrow glitch when using knockback or explosive arrows
- Resolved an issue which could block Wren's movement for a few seconds after climbing a rot wall in Hunter's Breach
- Resolved a number of localization issues in a number of different languages
- Wren will no longer suddenly lose stamina when sheathing their weapon while sprinting
- Removed a duplicate lore skull
- The arrow count on Dodstreng and Wren's scroll will now be accurate across all arrow types
- Numerous objects that were once floating should no longer float
- Seams in the environment which allowed Wren to see outside the world have now been closed
- Resolved an issue where incorrect controllers could be displayed
- Trees should no longer have any floating branches
- Resolved numerous issues with the final boss encounter

- Enemy counter attacks should now be telegraphed more clearly

## **QUEST 2 Fixes**

- Resolved a number of animation issues
- Resolved an issue with the ship's mast sometimes becoming invisible during the Shacklehide encounter
- Resolved a potential application hang when grappling with Dreddstag
- Resolved a potential application hang before a moment with Ragnar

## **QUEST 3 Fixes**

- Resolved an issue with smooth / snap turn option sometimes causing dual-wielding weapons to rotate awkwardly
- Closed several environmental seams in Dreddmire which could result in Wren falling out of the world
- Resolved graphical flickering around the periphery during the Shacklehide encounter

## **PCVR Fixes**

- Resolved an issue where Silja's dialogue wouldn't play after grabbing the sword during the parry tutorial
- Removed an erroneous red X symbol in inventory when upgrading grapple

## **PSVR 2 Fixes**

- Resolved an issue with Sora Otel sometimes becoming frozen after her introduction
- Resolved an issue where LODs could change independently from player's right and left eye

- Resolved an issue with the game's credits replaying after returning to the main menu
- Resolved a rare crash that could occur when crushing a lore skull
- Resolved an issue with the pits at the edge of the Nightscraper arena appearing black