

Launch Patch Notes

Chapters

Chapter 1:

- Adjusted lighting when exiting the cave to have more natural transition
- Fixed an issue where the durtar could enter combat during a cutscene, causing it to fly away
- Resolved an issue where dying sometimes respawned player with the incorrect lighting

Chapter 2:

- Lighting improved in caves, especially on Xbox S
- Shiftable cubes no longer have whitebox outlines
- Resolved issue where assets would load in for one frame during landslide

Chapter 3:

- Adjusted enemies to avoid Ryn getting stuck in a locked state if the enemies spawn within the environment
- Added death volumes around movable platforms to avoid the player getting stuck

Chapter 4:

- Adjusted the water to ensure it hits the wheel to create clear puzzle visual for player
- Fixed rope that was accidentally stuck in the stonerot

Chapter 5:

- Adjusted environment to ensure player does not fall through the slide
- Fixed remnants stuck in idle state at Eobard statue

Chapter 6:

- While in gravity, Ryn no longer floats if she uses double jump and begins her attack in-air
- Adjusted death volumes throughout chapter so enemies can more easily be shifted off ledges
- Elevator now correctly saves the state of the player upon exit and reload
- Improved camera transitions in gravity in several places
- Added more gravity platforms to stop Ryn accidentally flipping back during attacks
- Adjusted VFX for water so it displays even if you are not looking directly at it
- Scorpions will no longer become stuck in the air during combat when shifted off ledges
- Fixed FPS drop upon entering tomb

Chapter 7

- Geysir mechanic VFX now has the correct VFX, making it appear more full and natural

Chapter 8:

- Fixed issue where the camera rotations on using the magnets occasionally caused the camera to break and become stuck inside the environment
- Squeezes now correctly prevents Ryn from entering while in combat
- Fixed floating Dalsmen

Chapter 9:

- Ensure player never respawns in an infinite mana state
- Fixed signalers on Ísfjandi to avoid any being in idle state during combat
- Adjusted death volumes to avoid enemies becoming stuck on ledges when shifted
- Increased blocking volumes on Islands to prevent Ryn accidentally going out of bounds
- Added visual distinction for time changer asset. White is past, Blue is present.

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Chapter 10:

- Fixed issue with missing death volumes causing Ryn to sometimes be able to float in the air
- Improved visuals of fires close to the ward

Bosses

Zara:

- Zara's shield now takes damage from dagger
- Zara's shield now takes damage from drain and drain explosion
- Zara's shield now takes damage from stone throw
- If you interrupt Zara's rock throw ability it now cancels the animation effectively
- Rocks in the chapter 10 arena no longer float

Ryn and Companions:

Abram:

- Abram would sometimes get stuck in a paused state upon exiting the boat in Chapter 9 and then fail to help in combat. All paused states have now been removed after exiting the boat.
- Additional pathing added to Chapter 4 to ensure Abram does not get stuck on platforming elements
- Adjusted companion pathing in Chapter 10 to allow Abram to better follow Ryn along wall
- Improved Abram pathing throughout Chapter 6
- Added a failsafe to ensure Abram doesn't get stuck in Durtar battle before statis tutorial in Chapter 3
- Fix issue where Abram would sometimes punch the air during auto attacks
- Abram now can use light ball while doing other actions during combat, avoiding the situation where a charge was used up but the light ball didn't trigger
- Ensure Abram cannot get into a state where he is no longer registered as a companion
- Resolved issue where Abram gets stuck in combat arena in Chapter 8
- Fixed issue where Abram would sometimes glitch in the boat
- Abram now has a clearer visual for his auto attacks and on the respective target, making his presence in combat more accurately perceptible
- Ground VFX activated on footsetps for the respective biomes

Ryn

- Fixed snaps that could happen in certain rare transitions, such as walking off beams
- More consistently triggering ground VFX on Ryn across biomes
- Slight adjustments in overall responsiveness in combat and animation notifiers to enter and exit animations
- Shift targeting visual now accurately displayed on certain targets
- Ryn can now follow up Aftershock with a gapclosing attack, similar to blast
- Fixed shaking in Ryn when at maximum range during rope pulling

Cor

- Fixed an issue where Cor's damage could be framerate dependant

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General:

- Fixed issue with cairns where they would sometimes spawn inside the environment
- Blast should now be cancelling all stunned abilities like the other stunned abilities do; this ensures enemies do not get stuck in a limbo state
- Increased text size in journal to help readability
- On challenge difficulty, fewer cairns are available for the player to use. Fixed an issue where they would still visually appear active
- Ensure cairns state are saved on game exit to avoid previously used cairns showing as active
- Fixed issue where ward states would not always save correctly
- Resolved issue where sometimes the companion would sometimes not receive an active target
- Fixed issue where 'Reset to Default' would not reset the keybindings
- Various minor bug fixes, performance improvements, slight balance adjustments, collision adjustments, and quality of life improvements

Respawning:

- Respawn distance in Ch8 after Stórdurtar combat is now closer
- Added more suitable spawnpoints to the illusion bridge puzzle in Chapter 5
- Adjusted respawn points in Chapter 7 to ensure they were always on a solid surface
- Added additional respawn points to Chapter 9
- Added new spawnpoints in Chapter 1 to avoid player respawning in the air

Audio:

- Sound effects added to time switcher asset in chapter 9 when activated
- Added sound effects to gears in Chapter 4
- Added damage sounds to Durtar with the large sword
- Added audio when Ryn interacts with seal that drops post Aurick fight

Cinematics:

- Fixed performance issues with The Cold Open intro cinematic
- Fixed issue where letter asset sometimes remained on screen indefinitely after The Cold Open intro cinematic
- Resolved issue where Abram had the incorrect facial animation during Bittersweet Reunion cinematic in Chapter 8
- Fixed Ryn's placement during Cairn intro tutorial
- Adjusted lighting issue during Eobard defeat cinematic in Chapter 5 to resolve FPS drop
- Ryn should now transition more smoothly into the Aurick death scene
- Ensure Abram is not upside down during the cinematics in Chapter 6
- Fixed Abram glitching during door opening cinematic in Chapter 6
- Wrong lighting preset the cutscene where Ryn and Abram meet Zara is resolved

Playtime tracking:

- Fixed a bug where time spent on the main menu would be subtracted from the playtime
- Fixed a bug where the playtime tracker itself would use incorrect values when calculating the final playtime.
- Added a safety feature to prevent time ever being subtracted from the tracker