

CONQUER THE WASTELAND

VAGRUS

THE RIVEN REALMS



Lost Pilgrims announces

Vagrus - The Riven Realms

Lost Pilgrims announces **Vagrus**, a 2D strategy-roleplaying game for PC. The player is a caravan leader surviving on a harsh post-apocalyptic dark fantasy world by leading a hardy crew on all kinds of ventures.

“Sunless Sea meets Darkest Dungeon, set in a post-apocalyptic fantasy world.”

About the Game

Vagrus - The Riven Realms is a strategy-roleplaying game in which the player is in charge of a *comitatus* (an armed traveling company) that can engage in trading, fight as mercenaries, and explore perilous locations for treasures in a world irrevocably scarred by an arcane cataclysm.

The player will meet companions who can join them - often exotic beings such as half-demons, mutants, dragonkin, and even undead. They can fill special roles in the caravan to aid the player in certain endeavors (such as a navigator, guard captain, or beast handler). Companions also fight in **turn-based, JRPG-style combat** where great tactical challenges presented by horrific enemies can be overcome using skills and character synergies.

The setting of **Vagrus** is a **post-apocalyptic fantasy** world: a dark and mostly desolate continent where life is cheap and resources are scarce. The **narrative** changes dynamically depending on the player character, their ambitions, important moral choices, and simply the direction taken in this vast, sandbox world. Different playstyles are encouraged throughout the game. Want to be a trader who carries wares across leagues of deadly wasteland? A cruel mercenary captain who takes on jobs for the highest bidder? Or a plunderer of ancient ruins, seeking forgotten lore and forbidden treasures? You can do all of that and more in **Vagrus**.

Features

- *Branching narrative in the form of interactive events*
- *Turn-based, tactical combat*
- *A vast, hand-crafted, sandbox world to explore*
- *Digitally hand-painted maps, environments, and 2D artwork*
- *A colorful cast of companions with their own storylines and caravan roles*
- *Over a hundred different enemies*
- *Dynamically changing victory conditions and stories*
- *An elaborate trade system*
- *Factions you can join or fight against*

The Studio

Lost Pilgrims is as indie as it gets. Although most of its founding members have worked on games before, the studio itself is fairly new, created with the goal of developing a quality game, one that matches modern standards but has an old school shape and feel. As a setting, a dark fantasy world is used that the founding members have been building for their own tabletop RPG sessions for over 20 years. Thus, Vagrus is a true passion project and everyone on the team is giving their very best to see it come to life.

Vagrus Homepage

Vagrus.com

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Presskit

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Game portals



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