



Grimdark Sandbox RPG 'Vagrus' Reveals New Centurion Edition Ahead Of October Launch

Huge update brings new quests and a new companion in time for Oct 5th

Budapest, Hungary, September 28, 2021 - [Vagrus: The Riven Realms](#), the brutal turn-based RPG with a core focus on epic story-telling, lore, and challenging gameplay, has revealed in its latest [Steam blog](#) details about its launch patch, that will go live just before the game leaves Early Access on October 5th.



Featuring unique new quests, a revamped user interface, and a new companion, the multi-award winning [Fig-backed](#) title invites players to meet Eylani, a Half-Elven warrior who's able to brush off damage, while remaining the focus of enemy attention. Eylani will be available to be recruited and feature her own storyline at launch. In addition to the companion, players will be able to embark on a spiritual quest with the Sadirar Tribes and hunt down deadly sand wyrms throughout the wasteland.



Alongside this epic new update, **Vagrus** will also release a Centurion Edition that includes the base game, original soundtrack, and patronage pack. Owners of the base game will be able to buy the items separately for \$9.99 each.

"After 30 years of creating our grimdark setting through our DND campaigns, and four years of development, it's time to see how players like our unique mix of genres. Narrative-heavy games are becoming more and more niche so our Centurion edition is a great way to support our continued work in this space."

Born out of decades of pen-and-paper campaigns played by the developers, **Vagrus** invites players to form their caravan of companions, explore a dark fantasy sandbox world and survive in harsh, challenging environments. In a world that has no conscience, players are forced to make difficult decisions, plan routes effectively and manage your caravan's resources. **Do you have what it takes to survive?**

Vagrus: The Riven Realms will be released on [Steam](#), [GOG](#) and [Fig](#) on October 5th for \$29.99.

***Regional pricing will be enabled for applicable countries.**

Key Features

- Explore a dark hand-crafted sandbox world that you're free to discover and explore.
- Experience a branching narrative with over 1 million words of story and events.
- Soak up extensive lore through the game's vast Codex, that delves deep into the game's universe, born from the studio's decades of pen and paper campaigns.
- Engage in deep turn-based combat and fight with your comitatus and companions in strategic, challenging encounters.
- Court 10 warring factions and align yourself to unique groups with their own complex principals and relationships. Who will you choose as opponents, adversaries, affiliates and allies?
- Encounter unique characters and recruit fully-developed companions to your caravan to serve in versatile roles, such as scoutmaster, quartermaster or guard captain.
- Manage your crew and prepare for treacherous journeys through careful planning. Effectively managing your supplies, cargo, and crew is key to survival.
- Enjoy stunning art, with digitally hand-painted maps, environments, and 2D artwork.

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About Lost Pilgrims

Lost Pilgrims as a studio was born out of an epic fantasy adventure: its founders have been playing tabletop RPG together for over 20 years with a group of friends. During their sessions using AD&D and D&D systems, the Riven Realms, a dark fantasy setting was born, becoming an ever-expanding setting for the campaigns. With all the characters, events, maps, history, and countless adventures prepared over the years, it was destined for more, and so Geri and Gábor founded Lost Pilgrims in late 2017 to bring those adventures to a wider audience.