



Sunless Sea Inspired 'Vagrus' Leads The Charge With A Major Combat Update

Can you survive the wasteland in this harsh, story-driven post-apocalyptic world?

Budapest, Hungary, 6 July 2021 - Dark fantasy strategy role-playing game, **Vagrus: The Riven Realms**, has delivered its largest **combat update** to date. The multi-award winning **Fig-backed** title and poster child for its Open Access funding model) sees players take charge of an armed traveling company in a narrative-heavy sandbox world.



With a core focus on epic story-telling, lore, and challenging gameplay befitting its post-apocalyptic fantasy setting, players will need to trade, explore perilous locations, adapt their ambitions and make important moral choices in a seemingly amoral world.

The '**Target Acquired**' update brings long anticipated improvements to its strategic turn-based combat, including a number of new options to configure attack preferences. The update also includes refinements to Vagrus' unique Appeasement system.



Whether you prepare your comitatus with militaristic might, or choose to rely heavily on trade, the 'Target Acquired' update offers you more ways to appease your enemies, without instantly reaching for cold steel. Exploring the game world to discover and obtain these valuable charms and tools has become even more viable, opening up greater tactical opportunities when faced with challenging combat encounters.

In Vagrus you'll always need to weigh up risks versus rewards. It's not always the best course of action to fight, even if you're stronger than the enemy. Sometimes there's less pain in giving them what they want.

With the update now live, existing players can continue their journey to conquer the wastes. **Vagrus: The Riven Realms** is available on [Steam](#) and [Fig](#) (\$24.99) as an Early Access title.

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.

Media Contact

Lewis Burnell

Head of PR, Vicarious PR - lewis@VicariousPR.com

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.