

Enshrouded's *Thralls of Twilight* Allures with Shiny Rewards in Perilous Places



The game's sixth content update adds more dangers, new weapon upgrade mechanics, improved visuals, and increased player customization.

Frankfurt am Main, May 13th, 2024 - The sixth content update of *Enshrouded*'s Early Access, **Thralls of Twilight**, is available today. This alluring update entices the four million+ players into the visually enhanced Shroud and to stay awake past dark to find all-new resources, loot, rewards, and unlock new modification mechanics. Additional points of interest, including entirely new enemies as well as creature variations, puzzles, and the quest as chosen by the community, further enrich Embervale, some of which only appear once the sun goes down. Players will be captivated by improved realistic lighting and rendering, diverse combat abilities, building options, gameplay enhancements, functionality improvements, and new musical tracks. **Keen Games** continues to deliver on its 2025 and EA promises contained in the latest roadmap, developing *Enshrouded* toward its 2026 1.0 launch on PC and consoles.



Watch the *Thralls of Twilight* Trailer Here:

<https://youtu.be/QobOQaF3-M0>

Shine bright like a Weapon Gem in the Sky

When night falls, that is usually when a Flameborn's bed calls. As of this update, newly added rewards and resources for crafting and upgrading weapons may tempt players to skip sleep if they're prepared to face the increasingly dangerous darkness, like the new breed of Scavenger Hounds called the Pack Wolves, or more Foggers in over-Shroud and temporary Shroud areas. Scavengers can delight in discovering plants or insects

such as moths that appear at night, and even a mysterious door or two... If you're not too afraid, you could find them all to see what they hide in the dark.

From the outside, the Shroud is a dense mist that conceals many treasures, resources, and foes. As of *Thralls of Twilight*, the fog itself is visually enhanced to appear more natural, both outside and within, with new light rendering resulting in an overall upgrade of the Shroud visuals. Despite being quite unnaturally toxic and full of fresh new foes like the Flying Jelly, Predator, and Critter Queen, players will be enticed to enter for the chance to find silver-level reward chests plus a plethora of new resources and recipes that lay in wait: armor tinting palettes and sets, weapon gem resources, Channel Spells, Shroud terrain materials, and more.



Watch the *Thralls of Twilight* Update Highlight Trailer Here:

https://youtu.be/sD2VL23_adg

***Thralls of Twilight* Features:**

- **Dazzling incentives to stay up past bedtime and enter The Shroud:** new gameplay elements to encourage you to explore the riskier sides of Embervale.
- **New creepy, crawly enemies** like the Predator. Flying Jelly. Critter Queen. Basically, if it moves, it can kill you.
- **Armor sets for day and night wear.** New vanity outfits and armor sets can be found, including one themed for “day” and one for “night.”

- A new point of interest in the Shroud: the **Shroud Lairs**, distinctly identifiable, where new enemies guard resources and treasures
- Shroud Forges are also nestled in the Shroud and are **used for upgrading, adding, and removing Weapon Gems**. Will you collect all 21?
- Players can **tint their armor at the Coloring Station**. Nothing says “capable survivor” like a fashion show.
- Day or night, get a new ‘do and hue with **new color options for hair and eyes, available from the new Barber** in your village.
- **Added options/variations for combat, enemies, and NPCs, plants** - very conveniently acquirable with the **auto-gathering ability**.
- Looks can be deceiving: significant **visual upgrade to The Shroud** itself.
- The **first-ever fan-chosen quest, *The Dragons' Last Breath***, can be unlocked by exploring the remains of dragons resting in the Albaneve Mountains.



The *Thralls of Twilight* update features a special quest chosen by the community in a series of polls on social media — a novel approach for Keen Games to involve their expanding community further. Followers voted on answers to the queries *about what, where, how, and why* to formulate a unique quest once per week across any participating platform. In the end, the community chose a treasure hunt beginning in the Albaneve Mountains (the new biome released in the Souls of the Frozen Frontier.) As for the reward? Only one way to find out.

As always, upgrades and enhancements to *Enshrouded* overall will be included. If players find themselves wishing for new features or wonder when their most-wished-for content or fix might be added to the game, they are encouraged to check out [Feature Upvote](#) and voice their opinions on what they want to see, hear, and feel when in-game.

Enshrouded developers Keen Games are proud to share this update with over four million players worldwide on [Steam](#) (as of April 2025). The [2025 roadmap](#) was unveiled this past January and has already seen several items checked off in just two updates so far this year, six since its launch into Early Access. 1.0 launch on PC and consoles is on the horizon. Day or night, the latest *Enshrouded* news can be found on the [official website](#) and official social media channels: [Facebook](#), [X \(formerly Twitter\)](#), [Discord](#), [TikTok](#), [Reddit](#), and [YouTube](#).

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About Keen Games

Keen Games is one of the leading independent video game developers in Germany. The Frankfurt-based company is run by industry veterans, having successfully developed games for over 30 years – among them the cooperative 3D sandbox action “Portal Knights,” which was awarded the title of “Best German Game” and “Best Online Game” at the Deutscher Computerspielpreis (DCP) in 2017. The German developer focuses on creating creative RPGs, particularly epic adventures where players shape a world and their character to define their journey within it. Keen Games believes that the more creative an experience, the more compelling the adventure. Since their inception in 2005, they have been crafting their tools and technology, including their proprietary voxel engine that allows developers to create vast and lush open worlds that can be fully terraformed and modified by the players.