

Deeper than it Looks, *Enshrouded's* *Wake of the Water* Update is Out Now



Keen Games finally quenches players' thirst for interactive water alongside other highly requested features in the seventh major update.

Frankfurt am Main, 10 November 2025 - *Enshrouded's* biggest update ever is out now! ***Wake of the Water*** includes several long-awaited, highly requested game-changing elements, such as dynamic voxel water, combat overhaul, and two-handed Greatswords. Players will discover troves of new gameplay elements, including weapons and cosmetics, while exploring the latest biome, the Veilwater Basin, which is teeming with diverse wildlife and enemies, such as the lizard-like Drak, along with many quality-of-life features and fixes. This is the seventh content update since the game launched in January 2024, adding significant swell to the game's content ahead of its full 1.0 launch on PC and consoles in 2026.



Watch the Wake of the Water Update Trailer Here:

<https://youtu.be/3KEYXq29Nj0>

Splashy!

An Overflowing of Offerings

The developers are proud of introducing the innovative voxel water into *Enshrouded*, greatly expanding the depth of gameplay through exploration, agricultural, terraforming, building, and survival abilities. In addition, Keen Games continued to pour more transformative features into *Wake of Water*, such as the combat overhaul, a faction of amphibious enemies, a plethora of items, weapons, equipment, cosmetics, and resources housed in an entirely new biome. Equally challenging was fitting them all into the usual highlights video, linked below:



Watch the Wake of the Water Highlights Video here:

https://youtu.be/3FJctJKTf_c

Flashy!

Flood of Features, Fixes, and Fish:

The fresh features of *Wake of the Water* are deep and vast, much like the ocean itself. Here are just some of the highlights of this major content update that players can expect:

Wake of the Water Update Highlights:

- **Well... Water, and its new biome of course!** It's dynamic and voxel-based, meaning it can be interacted with in various ways in-game. Swim in it, collect it, direct it, water plants with it, terraform around it, get trapped in underwater caves... maybe try not to do that?
- **Combat Comeback:** nearly every item involved in fighting has been rebalanced, realigned for more relevancy in battle (reminder: difficulty can be changed for easier or more challenging combat)
- **Greatswords, great responsibility:** Greatswords have finally arrived in *Enshrouded*, as well as several new weapon skills, gems, and armor sets.
- **Fish are friends *and* food:** catch varieties of new fish in the fishing mini-game, surrounded by additional wildlife including capybaras to be tamed.

- **Drak Attacks:** the Drak, a lizard-like faction of enemies, are as deadly in the water as they are on land. In both environments, consider them quite challenging and prepare to face them accordingly.
- **Beach-side base-building:** use new resources like bamboo, Drak-inspired decor, new tints, lighting sources, food, building materials, and much more.

Deep Wells of Information

To help ensure *Enshrouded* players aren't drowning in details, Keen Games has created a video explanation on the changes players will see in-game. The community has expressed the need for more balanced, thrilling combat that allows player flexibility and reduces inconsistencies and irrelevance. Keen Games had a dedicated team of developers focused solely on fine-tuning all aspects of fighting. This resulted in a significant rebalancing of weapons, armor, rings, and shields, making them more interesting with relevant combinations of stats/elemental effects, which now align more harmoniously with descriptions. Health regeneration has also been rebalanced, meaning Flameborn will want to mind their supporting items and restoration more closely, though remember—difficulty options are still customizable. See the developers explain in detail themselves in the video below.



Watch the Latest Dev Update video here: <https://youtu.be/l4qv3HeVAzc?si=Slashy!>

This seventh update delivers on many major Roadmap features promised earlier this year, which were elevated by the community using the [Feature Upvote](#) platform. Water has consistently been the most requested feature since the Early Access launch and has remained so for a long time due to the technical complexity of designing realistic, dynamic water using a custom-made voxel system.

Enshrouded launched into Early Access in January 2024 on Steam, seeing over four million players pour themselves into the game since. Keen Games continues to stay hydrated while developing **Enshrouded's** 1.0 edition, planned for PC and console launch in 2026. Those hooked by **Enshrouded** can bite on news from the official [website](#), [X \(formerly Twitter\)](#), [Reddit](#), [TikTok](#), [Facebook](#), and [Discord channels](#).

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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 titles 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.