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**Enshrouded's Deepest Overhaul Yet,
Forging the Path, Is Out Now — Refining
the Core for 1.0 This Fall**



Friends and foes alike will find the combat adjustments, Adventure Sharing, and other fixes setting a fantastic foundation for a fully forged 1.0 launch this fall.

Frankfurt am Main, April 21, 2026 — Keen Games today releases *Forging the Path*, the eighth and final major content update for *Enshrouded* during Early Access. **The deepest systems overhaul in the game's history**, Forging the Path touches every layer of the game: combat, character progression, the new-player experience, crafting, building, and social features, as the studio readies *Enshrouded* for its 1.0 and console launch this fall. Since entering Early Access in January 2024, *Enshrouded* has welcomed more than five million players.

“Forging the Path is the update where we tried to focus on what matters most: wishes from our community,” says Antony Christoulakis, Creative Director of Keen Games: “Our players have always helped us to guide the way, and with this update we introduce a first round of relevant improvements for deeper combat, and our first version of ‘Adventure Sharing’ that allows players to share their incredible builds with the community. After 8 major updates, 13 patches, and 36 hotfixes during Early Access, we’re heading full force towards 1.0, but rest assured that there is more to come. We’re committed to support this game for many years beyond 1.0, and hope you will continue to support us on that journey.”

[Watch the Forging the Path Highlights Video here](#)
[Full Update Playlist \(Combat Deep-Dive, Skill Tree, Adventure Sharing\) here](#)

A Complete Combat Overhaul

Combat, skill progression, and gear have been fundamentally reworked in Forging the Path, introducing new systems, deeper mechanics, and more impactful player choices across every playstyle.

- **Weapon Special Abilities:** A new “focus” resource builds with each regular attack. Once the bar is full, players can unleash a devastating weapon-specific special move. The system extends to woodchopping and pickaxing with their own special abilities.
- **Heavy Attacks:** All melee weapons now feature a hold-to-charge heavy attack that deals double damage and greatly impacts the enemy’s stun bar, adding a tactical layer to every encounter.
- **Two-Handed Weapon Rework:** Attack chains for two-handed axes, hammers, and greatswords have been completely overhauled to better match the fantasy of wielding heavy weaponry.

- **Advanced Enemy Awareness:** Enemies now react in stages — from suspicion to active search to full combat — giving players the opportunity to thin out camps strategically before committing to a fight.
- **Wand & Fireball Improvements:** Wand range and durability have been increased, the first-tier Fireball now has a larger explosion radius, and additional resin in early loot tables ensures spells are easier to sustain in the early game.

Deeper Progression and Build Crafting

- **Skill Upgrades:** Skills can now be leveled up after unlocking, allowing players to invest deeply in what matters most. Base unlock costs have been reduced, making it faster to reach the outer branches of the tree. On top of that, armor perks can push skills past the level cap available through skill points alone.
- **Redesigned Skill Tree Layout:** More paths connect the classes, making hybrid builds easier to create. Double Jump has moved to the center for universal access. A new zoom feature and updated visuals round out the overhaul.
- **Equipment Upgrades:** Armor, shields, wards, and rings can now be upgraded with runes, unlocking new perks that strengthen specific playstyles. Higher-quality gear found in the world offers more perk slots, up to legendary. Improved armor calculations mean that upgraded gear provides noticeably better protection than ever before.

Adventure Sharing

One of the most requested community features arrives with Forging the Path. The reworked main menu now includes a dedicated Adventure Sharing hub where players can upload their version of Embervale, browse community creations, and download any world to explore in person. A new craftable camera item lets players capture showcase screenshots of their base directly from the game. This is the first iteration of the feature — future updates will add logic systems, interactive elements, puzzles, enemy spawning, and traps, turning Adventure Sharing into a full creative platform.

Early Game and Quality of Life

With the 1.0 launch on the horizon, Keen Games has used Forging the Path to revisit and improve the experience for both new and returning players across the board:

- **Tutorial & Starting Area Improvements:** The areas surrounding the Cinder Vault have been visually refreshed with denser vegetation and improved world detail, and redesigned to better introduce core gameplay elements.

- **Quest Log Overhaul:** Quests are now divided into main and side quests with better highlighting. The overall quest count has been reduced for clarity, so players always know where to go next.
- **Item Sets:** A new journal feature rewards players for collecting all items in a group — biome building blocks, vanity outfits, weapon gems, and more. Existing players receive an XP boost when loading their save.
- **Crafting Reorganized:** Overgrown recipe lists have been sorted into new crafting stations and a new factory. Many previously unavailable deco props — including the much-requested street lanterns — are now craftable. All crafting resources now include acquisition hints describing where to find them.
- **Quick Stack Station:** A new craftable station at the Carpenter automatically deposits all stackable materials into nearby magical chests — no more manual sorting after a long expedition.
- **Smarter Building:** Players can now pull materials directly from magic chests without having anything in their backpack. A new material catalog and a point-and-select tool make finding and matching materials faster than ever.

For a full list of changes, read the [complete changelog on Steam](#). To vote on features in development, visit [Feature Upvote](#).

Enshrouded entered Early Access on Steam in January 2024, which has welcomed over 5 million players to date. Keen Games continue development on the **Enshrouded** 1.0 and console versions, confirmed for launch in Fall 2026. Follow **Enshrouded** news and developers on the official [website](#), [X \(formerly Twitter\)](#), [Reddit](#), [TikTok](#), [Facebook](#), and [Discord](#).

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About Keen Games

Keen Games is one of Germany's leading independent video game developers. The Frankfurt-based company is run by industry veterans and has 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 in which players shape a world and

their character to define their journey through 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, which enables developers to create vast, lush open worlds that can be fully terraformed and modified by players.