

Wolcen: Lords of Mayhem

Wolcen: Lords of Mayhem is an Action RPG with a hint of hack'n'slash, providing the player with both solo and co-operative content.

Wolcen offers 3 Acts of campaign, punctuated with cutscenes and dynamic scenes; Exploration with optional objectives, secondary content in numerous types of environments, and 8 hours of orchestral music to accompany players during their adventures.

Wolcen Gameplay bases

Wolcen allows players to customize their playstyle as they level up, either by choosing a classical archetype, or merging different styles of gameplay.

Right from the start, players have access to two special abilities: the dash, allowing them to charge their enemies during melee combat. And the active dodge allowing them to escape enemy attacks.

Wolcen's creatures have complex patterns including deadly skills. By paying attention to various markers and to animation anticipation, players can avoid lethal attacks.

All the enemies of the game are organized in biomes with complementary designs. These biomes are story-related factions, as such, they do not always get along and can be hostile to each other.

Character progression

After customizing the appearance of their character, players will choose their first weapon. Each type of weapon have a dedicated combos and style, weapons also determine the different skills players will be able to use during melee, ranged, or magical combat. In total, players have access to 14 combinations of weapons to customize their skillset.

Regardless of the weapon choice, players will be able to learn and level up any skill. Levelling skills allow players to customize them through an extended choice of modifiers. Various options are available to adapt the skill to a specialization: changing the damage type, adding new functionalities, granting buffs or debuffs, changing the skill's mechanics completely, and more.

Up to level 90, players can assign attribute points in the character sheet wherever they need it. Each attribute offers bonuses that can be useful for any build whether the character uses attack skills, or spells.

At each level, players receive one point to assign into their Passive Skill Tree, also known as the Gate of Fates. This system allows them to refine their specialization by tapping into various archetypes, while not being restricted to a predefined selection. Players who want to build a warrior type can be interested in ranger nodes, or sorcerers nodes depending on what they want their damage or defenses to focus on.

Should players decide to choose a straight-forward build, these combinations are designed to work very well too.

Finally, the rings of the Gate of Fates can be turned so that players can choose their own path through the 21 sections available.

The Apocalyptic form

In Wolcen, the adventure can be challenging, and sometimes players might need a burst of power to deal with a complicated situation. The Apocalyptic Form allows players to shapeshift into one of the 4 Celestial incarnations available, each of them offering 4 different skills, and one devastating ultimate.

During combat, players fill their Apocalyptic gauge by killing enemies. Once it is full, they can shapeshift into their Apocalyptic form for a limited amount of time, granting them not only temporary immunity to all crowd control effects, but preventing them from any damage taken during that time.

The gear in Wolcen

Item modifiers are the core of the game and they are designed to be numerous and diverse. Since items are the key to a successful build, the game offers tons of them which can be obtained in many different ways.

Wolcen Studio wanted to make it possible to break the weapon skill set rule and enable new gameplay styles. Unique items and rare modifiers are meant to allow that.

Items can also have an extra-value added to their modifiers: sockets, that players can put gems in.

Gems work as an additional enchantments on items when they're socketed on an item, but they're also a primary ingredient in crafting.

Crafting

Crafting in Wolcen allows players to secure or modify affixes on an item. Players can socket gems into their item to have more control over the outcome of their craft, before using reagents that will apply a random or specific effect.

Crafting will be based on item affixes modifications and consuming socketed gems to force or protect specific affixes. For that, you will have several reagents available in-game as loots or endgame rewards, and you will need to use gems if you want to have control over the outcome of your craft.

Character customization

Wolcen Studio provides players with ways to customize their appearance beyond character creation. They can swap armor skins, and use tinting to apply a great variety of colors and tones to the materials of any armor. Armors are also asymmetrical, so players can choose different shoulder pads or different gloves for the left and right side of their character.

A preview of this system has been shared in a video:

<https://www.youtube.com/watch?v=krubSbPkqwl>

The endgame

Beyond the campaign, the story continues in a new game mode with new features to discover. Players will lead the renovation and expansion of a City, unlocking different buildings that will grant permanent bonuses for their account or their character: additional passive points, new crafting methods, additional skill slots, and more.

Furthermore, these buildings will provide missions to obtain items, reagents, and consumable maps with powerful area modifiers that are difficult to obtain in any other way. These missions can be accomplished alone, or with friends.

Cooperative content

Wolcen offers a cooperative quick-game mode with challenging encounters for groups, requiring players to watch each other's back. This feature called the Wrath of Sarisel will invite players in a special dungeon where they will not only face regular enemies, but also be

regularly ambushed by unique and challenging creatures. Depending on the group score at the end of the dungeon, players will be rewarded with items offering rare modifiers.

The future of Wolcen

Finally, Wolcen Studio plans to add free content regularly for Wolcen: Lords of Mayhem following its release on February 13, 2020. This includes additional story expansions with new Acts, new gameplay elements such as new items and skills, quality of life improvements, housing, pets, seasonal leagues, and pvp.

Wolcen: Lords of Mayhem is currently available on Steam.