

Splash

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ELDEN RING™

NIGHTREIGN

COMMUNITY WIKI

the 1990s, the number of people in the UK who are employed in the public sector has increased by 1.5 million (from 2.5 million in 1980 to 4 million in 1999) and the number of people in the private sector has increased by 1.5 million (from 2.5 million in 1980 to 4 million in 1999).

There is a growing emphasis on the need to improve the quality of public services and to ensure that the public sector is efficient and effective. This has led to a number of initiatives, including the introduction of performance indicators and the establishment of public service bodies.

The public sector is also facing a number of challenges, including a growing demand for services, a need to improve the quality of services, and a need to ensure that the public sector is efficient and effective.

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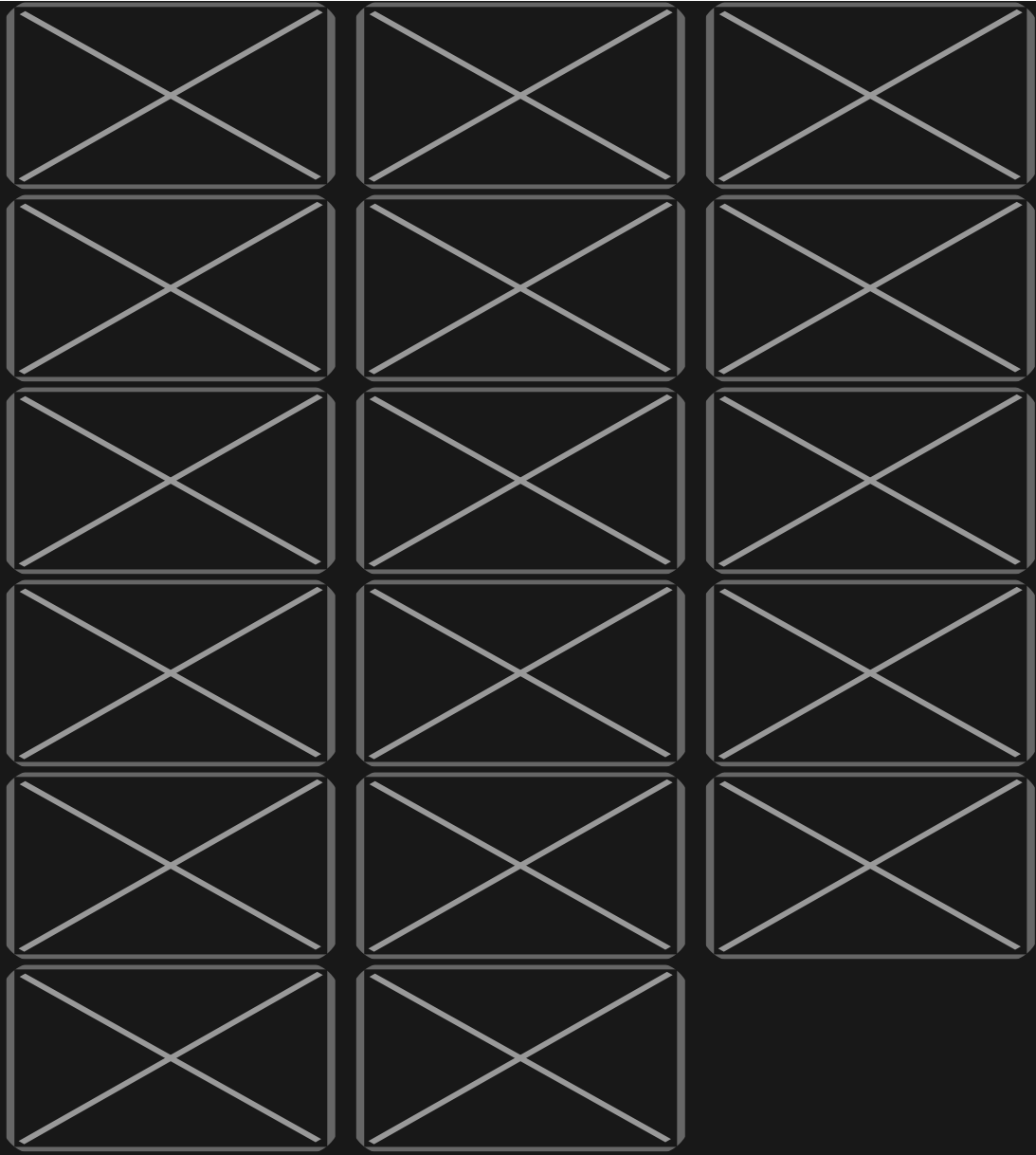
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Overview

ELDEN RING™ NIGHTREIGN

Elden Ring: Nightreign is an upcoming 3-player action roguelike developed by **FromSoftware** and **Bandai Namco**. It was officially announced at **The Game Awards** on the 13th of December 2024. It features an alternate-universe setting, loosely based on **Elden Ring**'s starting area, **Limgrave**. Unlike **Elden Ring** and other **SoulsBorne** games, there is a heavy focus on fast-paced movement and mobility. Boss and overworld enemy encounters are randomised, with the players able to choose a "final" boss to fight, similar to games such as *Monster Hunter*'s combat systems.

“ Seekers of Redemption, you were chosen. Thrown together by forces beyond our control.

*Tragedy must be averted and for that...
I need your help.*

Stand tall, the night is far from over...

Little pillager, bent on sacking the lands of Gold!

I will swat away... and any all who dare approach.

Band together and prepare to claim... the life of the Night Lord.

In order to progress in **Nightreign**, players must survive 2 **nights**, each culminating in a boss fight.

Multiplayer works either through passworded group play, similar to other **FromSoft** Games, or a new matching system that matches the player with others looking for a game.

Unlike most previous games in the **SoulsBorne** series, **Nightreign** does not allow for character customisation, instead opting for a "hero" system which offers the player a choice between (currently) 8 predefined characters.