



Kudos & Recognition

Team Updates

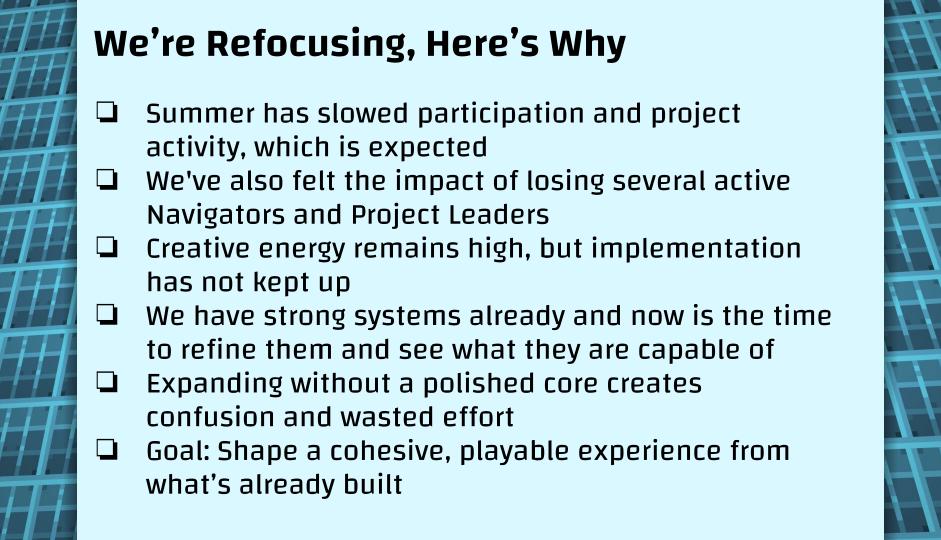
Welcome!

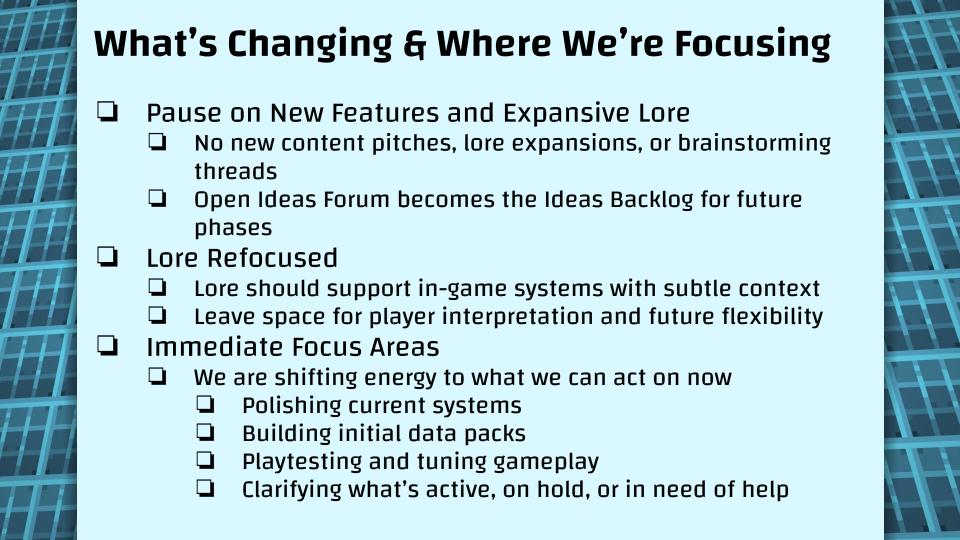
German Coast Guard - Doc

Leadership Updates

- Departures
 - xDOROx Lore Navigator
 - Barry Allen Community Navigator
 - Grimm Moderation Team
- Additions
 - Lins Moderation Team
 - More spots opening in the next month







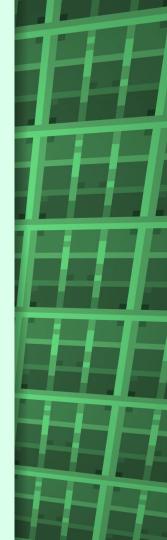
What You Can Help With

- Data Pack and Balance Tasks
 - Set Rift Loot by Tier
 - Assign Essence Values and Crafting Recipes
 - Build Quest Lines with current conditions and rewards
 - Configure Implicits and Runegem Modifiers
 - Create/Adjust Abilities and Upgrade Paths
 - Tune Objective Requirements and Pacing
- Playtesting
 - ☐ Test and tune current systems
 - Improve pacing, balance, and clarity
 - Report bugs and surface edge cases



Section Work: Art, Build, & Dev

- ☐ Art
 - UI updates using the current mod style
 - Create assets for gear, mobs, and implemented systems
- 🖵 Build
 - More Rooms, Themes, and POIs
 - ☐ The more we have, the better experience players have
- Mod Development
 - Guild System
 - Gear System
 - Ability Enhancements
 - Anomalies/Shrines
 - Bug fixes

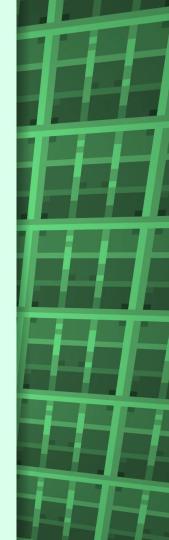


How to Get Involved

- No coding experience required
- ☐ Data packs are beginner-friendly and flexible
- ☐ Help shape the mod through testing, tuning, and iteration

Coming Soon!

- A new forum section for data pack development
- Starter templates and documentation
- ☐ Discussion threads for loot, modifiers, and quests
- ☐ Playtest events to gather feedback and refine gameplay



Putting It All Together This is not a freeze or shutdown It is a realignment toward building a fun, functional experience The core systems we already have deserve polish and attention Help us bring the mod into focus and make it something we are proud of

Release Updates

Section Updates



QGA