***Medieval Dynasty* – a game offering the ultimate medieval experience that sold in 2.5 million copies worldwide to be enriched with two new DLCs!**

***Echoes of Nature* DLC including a set of entirely new decorations such as ornamental trees, flowering shrubs, and stone decorative elements, and *Sounds of the Dynasty* DLC featuring two and a half hours of atmospheric music planned to release on PC, PlayStation 5 and Xbox Series X|S on June 26th.**

**June 13th, Łódź, Poland.**

**You’ve asked, they’ve listened. Meeting *Medieval Dynasty* fans’ expectations, the Polish studio Render Cube has prepared not one, but two content-packed DLCs, adding a whole new layer to the already insanely rich *Medieval Dynasty* world.**

Watch the *Sounds of the Dynasty* DLC Trailer [HERE](https://www.youtube.com/watch?v=XiJXQTDdtNw), and the *Echoes of Nature* DLC Trailer [HERE](https://www.youtube.com/watch?v=q2GA3q7mLLU).

Get both DLCs from Steam (<https://store.steampowered.com/app/3214760/Medieval_Dynasty__Original_Soundtrack_Vol_2/>), (<https://store.steampowered.com/app/3774330/Medieval_Dynasty__Echoes_of_Nature>) and don’t forget to share your thoughts about them with developers!

**ABOUT *ECHOES OF NATURE* DLC**

The *Echoes of Nature* DLC adds a range of outdoor decoration options, focused on natural elements and seasonal variation. It introduces new types of trees, shrubs, hedges, and stone features that can be placed in the environment. These additions are designed to blend into the landscape to create a harmonious space decoration.

Gamers can build quiet places such as a stretch of hedges along a path, a small pond tucked between rocks, wild rose thickets that catch the morning light. Or let it stay unbothered – chestnuts yellowing leaves in fall, evergreen trees holding steady through snow. The changes come slowly, but nothing ever stays the same.

It’s enough to pick out saplings from the merchant’s stock, plant them where it feels right, and the surroundings gradually take on a different character.

***ECHOES OF NATURE* DLC – MAIN FEATURES**

**New Trees & Shrubs**

Enrich your outdoor areas with a diverse selection of plants. From sturdy evergreens that stay vibrant year-round, to blossoming wild roses, majestic chestnuts, and the cheerful yellow flower shrubs, your green spaces will brim with color and life.

**Seasonal Transformation**

Every plant and natural decoration responds to the changing seasons. Watch as your shrubs bloom, grow rich in summer, leaves change colours in autumn, and stand frost-covered in the quiet of winter. As time passes, your garden transforms, echoing the beauty and rhythm of the natural world.

**New Decorative Elements**

A Balancing Rock brings quiet structure, while a Rockery Pond adds movement and texture with minimal effort. These are just a couple of examples – there are plenty of other natural elements that can help shape your garden into something that fits your space and style.

**ABOUT *SOUNDS OF THE DYNASTY* DLC**

The *Medieval Dynasty* Original Soundtrack Vol. 2 includes nearly two and a half hours of atmospheric music that sets the mood for adventure, mystery, and medieval life. Three albums, 39 tracks, and a lot of heart put into every sound. The music on these two albums was inspired by soundtracks from games such as *Gothic, The Witcher*, and *Skyrim*.

Most of the tracks were recorded with live instruments such as violin, cello, pan flute, accordion, guitars, drums, and whistle. Among them is a special restored accordion, passed down through generations in the family of one of the composers, now sounding again in a new arrangement.

Particularly noteworthy is the *Swamp Day Theme*, the most complex track in the game – an almost orchestral composition, full of layers and mood.

This soundtrack is more than just background music – it is the heart and soul of the game.

***SOUNDS OF THE DYNASTY* DLC – MAIN FEATURES**

**Three Bards Album (Disc 1)**

Six cheerful, festive songs performed by the band Three Bards, inspired by troubadour music. You can dance, laugh, and celebrate with them – just like in a medieval tavern. The vocalist Mandarymira (one of the game’s voice actors) sings in the traditional “white voice” technique, adding a unique character to the music.

**Special Themes Album (Disc 2)**

16 tracks that build the game world’s atmosphere – from the main theme to the character creator music, as well as themes for villages and important NPCs. Each piece highlights the uniqueness of the places and moments within the game.

**Gameplay Music Album (Disc 3)**

17 compositions created for exploration and combat. These tracks accompany the player during everyday tasks, journeys through forests and fields, as well as encounters with dangers.

**ABOUT *MEDIEVAL DYNASTY***

*Medieval Dynasty* is a unique combination of multiple successful genres from survival, through simulation, and RPG to city-builder. Take on the role of a poor but skilled hunter and farmer set to take his fate into own hands. Start building a small shelter in the medieval world and develop it into a bustling village. Hunt for food, gather resources and craft equipment to build and improve your village. Start a family and take good care of your wife and heirs – and attract new villagers to help you grow and expand your dynasty. Beware of harsh winters and unexpected events while honing your skills to turn from a survivor into a *Medieval Dynasty* ruler.

*Medieval Dynasty* is now available on [Steam](https://store.steampowered.com/app/1129580/Medieval_Dynasty/), [PlayStation Store](https://store.playstation.com/en-us/product/UP3696-PPSA07934_00-MEDIEVALDYNPS5NA) and [Microsoft Store](https://www.xbox.com/en-US/games/store/medieval-dynasty/9PDDP6ML6XHF). Both the *Sounds of the Dynasty* and *Echoes of Nature* DLC will launch on PC, PlayStation 5 and Xbox Series X|S on June 26th.

Follow the game on [Facebook](https://www.facebook.com/MedievalDynastyOfficial) and [Instagram](https://www.instagram.com/medievaldynastyofficial/).

The press kit for the game is available at the following link: [https://pr-outreach.com/en/game/medieval-dynasty,116](https://pr-outreach.com/en/game/medieval-dynasty%2C116).

**REVIEW COPIES (PC, PS5, XBOX) WILL BE AVAILABLE SINCE JUNE 20th.** To secure one for yourself, please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601. Please specify the platform and region of your choice.

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**About Render Cube**

Render Cube is a studio based in Łódź, Poland. Their team consists of dedicated people who love games and make every effort to provide their players with the best experience.

In their studio, you can meet specialists of various fields: programming, level and game design. 3D and 2D graphics, animations, writing, music, QA, and marketing. They value not only the high quality of their work but also mutual trust and support.

They are co-workers, but they feel like a family, and they believe that this is their key to creating successful titles. <https://rendercube.pl/>