



Malignus

In Malignus, you play the villain: a Boss monster, their minions, and the creatures of the caves, in a 2D dungeon colony sim.

Fact sheet

Title	Malignus (pronounced muh-LIG-nus)
Genre	2D dungeon colony sim and emergent story generator
Developer	Mossbomb (Mossbomb Inc.), a team of three
Publisher	Mossbomb (self-published)
Platform	Windows PC (Steam)
Release	Early Access on Steam on November 13, 2026. About one year of monthly updates follows, on a steady schedule, up to the full 1.0 release.
Demo	Free on Steam now. The demo is also the game's beta test, and nothing in the current game is locked because it is a demo. It stays up until Early Access starts.
Price	\$19.99 during Early Access. \$29.99 at the full 1.0 release.
Mod support	Steam Workshop support, coming during Early Access
Players	Single-player, and 2–4 player online and LAN co-op on one shared dungeon
Languages	English, French, German, Italian, Japanese, Korean, Russian, Simplified Chinese, Traditional Chinese
Engine	Godot 4
Content	Fantasy violence and blood. Prisoners are captured and interrogated.
Press keys	Additional keys are available for anyone who needs them. Email support@mossbomb.com .

At a glance: 6 monster races to command, 4 Boss monsters, adventurers of 6 races and 10 classes, more than 30 wild creatures, 9 lair types, 4 schools of dark magic, 2–4 player co-op, and Steam Workshop support coming during Early Access.

Elevator pitch

In many fantasy games, the hero breaks into the dungeon. In Malignus, the dungeon is yours. Dig out your lair, keep your grumbling minions fed and in line, fill your halls with traps, and raid the world above for treasure, while adventurers fight to take it all back.

Description

In many fantasy games, the hero breaks into the dungeon. In Malignus, the dungeon is yours.

You play a Boss monster and the minions who serve them: goblins, kobolds, orcs, gnolls, bugbears, and ogres. Carve rooms out of solid rock, build workshops, beds, thrones, and altars, and keep a crew of very different personalities fed, rested, and in line. Wire deadly traps to pressure plates and tripwires, tame the creatures that live in the caves, and master the dark arts.

Then send your minions to raid the world above, and bring the treasure home. Adventurer invasions grow larger and deadlier over time, and every one of them wants your hoard back. Malignus plays alone or in 2–4 player co-op on one shared dungeon. It launches in Early Access on November 13, 2026, with about a year of monthly updates planned before the full release. A free demo, which is also the beta test, is on Steam now.

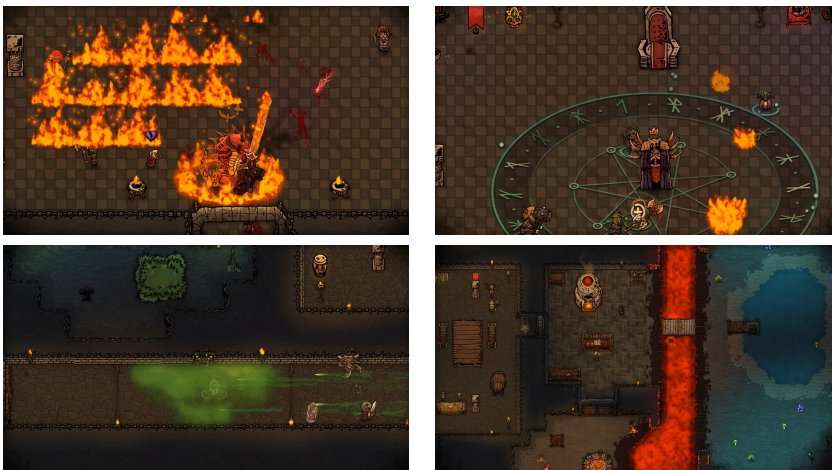
Early Access

A free demo is on Steam now. It is also the game's beta test, and it holds everything in the current game: nothing is locked because it is a demo. Malignus launches in Early Access on Steam on November 13, 2026, for \$19.99. After launch, the plan is about one year of monthly updates on a steady schedule, which leads to the full 1.0 release at \$29.99. Steam Workshop support comes during Early Access, so players can share their own content.

Key features

- **Carve out your dungeon.** Dig through solid rock, shape rooms, and fill your growing domain with workshops, beds, thrones, altars, traps, and more.
- **Command six monster races.** Goblins, kobolds, orcs, gnolls, bugbears, and ogres each bring their own strengths to your dungeon.
- **Manage a dungeon full of personalities.** Dozens of traits, grumbles, social interactions, and breakdowns mean your minions will not always behave.
- **Turn your halls into a deathtrap.** Build dart throwers, spinning blades, flamethrowers, gas traps, electric coils, webs, and more, and wire them to pressure plates, tripwires, sensors, levers, and timers.
- **Choose your Boss.** Rule as one of four Boss monsters, each with unique abilities that grow stronger with your treasure hoard.
- **Defend what you stole.** Adventurer invasions grow larger and deadlier over time, with six races, ten classes, and more than 40 traits.
- **Keep prisoners.** Capture surviving adventurers, chain them up, and interrogate them for valuable secrets.
- **Tame what lurks underground.** More than 30 wild creatures live in the caves. Build one of nine lair types, tame creatures as pets, or hunt them for food.
- **Practice the dark arts.** Cast Pyromancy, Electromancy, Necromancy, and Shadowmancy spells, perform rituals, and bargain with dark gods for powerful boons.
- **Raid the world above.** Send your minions across the overworld to attack settlements, and command every raid in real time.
- **Keep the dungeon running.** Feed your minions, give them beds, craft their gear, and keep order through disasters and tempers.
- **Rule together.** Build and manage one shared dungeon in 2–4 player co-op.
- **Make it your own.** Steam Workshop support comes during Early Access.

Screenshots



Real in-game frames, no interface. The full press kit holds 4K stills, interface shots, video, logos, characters and capsule art.

Contact and links

Email	support@mossbomb.com	Instagram	instagram.com/malignusgame/
Steam	store.steampowered.com/app/4672030/Malignus/	TikTok	tiktok.com/@malignusgame
Website	mossbomb.com	YouTube	youtube.com/@MalignusGame
X	x.com/malignusgame		