

Timefather

Timefather is a dark fantasy MMORPG set in Ethea — build your own classes, craft your own spells from the four elements, and live through a politics you can actually change.

AT A GLANCE

DEVELOPER	Laragod
PUBLISHER	Laragod
GENRE	MMORPG — Dark Fantasy
PLATFORMS	PC · Steam
ENGINE	Unreal Engine 5.7 (Iris networking)
TEAM SIZE	Small studio — core team of one with a workshop of contributors
BASED IN	Poland / Europe
RELEASE WINDOW	TBA — we publish the ring, not the date
STATUS	In early development — Prologue vertical slice underway (Mage + Fire first)

ABOUT

Timefather is a dark fantasy MMORPG for PC, set in the Age of Heroes — the third named age of the world of Ethea. Eight classes, four elements, and five city-states argue across a continent shaped by a figure who is mostly absent from the opening hours and quietly present after. Players build by investing Class Points across the eight classes (six at start, fifteen by the end of the third timeline reset), and craft spells by augmenting them with one to three of the four elements. Story progression is the primary power axis: finishing Parts of the narrative grants class points, not grinding. The public Referendum system lets communities rewrite city-state law by vote — what one capital decides, the others feel.

CONTACT & LINKS

PRESS

press@timefather.game

WEB

<https://timefather.game>

GENERAL

hello@timefather.game

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