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There shall be blood

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[Requiem: Bloodymare Enters Open Beta](#)

The nightmare of violence is ready to be tested

Dubbed by its developers as the "[goriest game](#) to hit the MMO world", Requiem: Bloodymare has opened its arms and is ready to welcome anybody interested in the open beta. This means that, if you are fast enough, you will be one of the first players to enjoy the new [MMO](#) from Gravity Interactive when the open beta officially begins on the 15th of May. Apart from recently being closed beta-tested and improved upon accordingly, the gory game will also bring some new ideas into the massively online multiplayer world. First, we'll have a DNA system that allows complete customization of player-characters by combining different pieces of DNA in five available slots. Each combination will have a different result and one of them, the most wanted probably, will open a sixth slot for DNA combination. Also, we'll get the Beast Possession option in the game, which will allow us to turn our characters into fierce Beasts to gain different advantages over various monsters. Even though this transformation mode can be seen in other MMOs as well, Requiem: Bloodymare allows up to three different beasts for each character, each being able to gain experience after the "owner" gets to level 25. Still, the thing that is considered by Gravity Interactive as the best of them all is the Nightmare system. This means that the game world has a time of its own, with day and night cycles. One full day lasts two real hours - and the fun comes in the last hour, as when the night falls, more powerful monsters are brought to life, which means better loot and more experience. "We're extremely excited about going into open beta. Requiem was developed from the get-go to take adult gaming to a whole new level and we achieved that with gut-wrenching battles and MMO bloodshed you have never seen before," said Jay H. Choi, vice president, Gravity Interactive. "The open beta will give everyone the opportunity to seek adventure in Etheigia - and cut monsters in half, of course." The developers have not stated how much the open beta is expected to last.