

# General

## Overview

In Pax Dei, dungeons and raids are designed to provide challenging and engaging PvE\* content for players. (\*and maybe incentivise PvP, due to their non-instanced nature)  
Here is what is known so far:

## Dungeons & Raids

Dungeons and raids are non-instanced areas with their own set of enemies and bosses. They are designed for smaller groups of players and can vary in difficulty, size, and complexity. It is said that some dungeons are gigantic in size and will likely not be conquered in a single run.

As for any sort of "dynamic" layout dungeons (which would be problematic, if not impossible in an non-instanced way), here's a developer quote:

Not at launch at least. We'd like the dungeons to be complex, but also something you can master over time. With random generation, you won't have that mastery element.

## Rewards

Completing dungeons and raids will grant players valuable rewards, such as unique [gear](#) and other items.

It has been mentioned that the [progression](#) in the game will not be limited to just gear, but no specific details have been provided yet.

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Revision #3

Created 3 April 2023 11:11:07 by Erst

Updated 14 April 2023 14:10:17 by Erst