

# Overview

## General

PvE will absolutely be part of Pax Dei. The information available strongly points to non-instanced open-world content including [dungeon- and raid content](#). Following you will find some of the most significant developer statements in regards to PvE.

PvE is very free form and open. There will be large open and deadly dungeons. There will be raid targets. When it comes to PvE, the game is not going to make any promises about whether you will succeed or not. Pax Dei is not going to tell you how many people you need to bring. Pax Dei is not going to tell you where you may or may not go. You can go anywhere, with any number of people and try. And try again and again....

Huge, deadly, open world, persistent, respawning dungeons, swarming with monsters of all shapes and sizes.

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