

DEVSLAND SOFT

Clash of Adventurers

Game Design Document

An open-world MMORPG of elemental wrath,
where no one survives alone.

Saga Arrival of the Adventurers

Build 0.6.8.170

Engine Unreal Engine 5

Platform PC (Windows) — Steam

Model Free to play

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1. Executive Summary

Clash of Adventurers is a free-to-play, open-world MMORPG built in Unreal Engine 5 for PC. It is a deliberate return to the interdependent MMO: one seamless world with no instances, classes locked to a single role, and a world shared by everyone in it.

The design begins from a diagnosis. Modern MMORPGs became single-player games with a chat window — the world carved into instances, every class given a little of everything, and difficulty tuned so a player never has to ask a stranger for help. The consequence is that they never meet one.

Clash of Adventurers inverts each of those decisions. There is one Lumeria, and every player is inside it. Each class performs exactly one of three roles — Attack, Defend or Support — so a party is not an optimisation but a requirement. Outside the safe zones the world is contested, which makes travel, gathering and boss fights meaningful rather than procedural.

The game is playable today via a public Steam Playtest, patched every few days.

Product summary

Genre	Open-world MMORPG — PvE, PvP, crafting
Perspective	Third person
Setting	Lumeria — elemental high fantasy
Session	Persistent world, server-authoritative, dedicated Linux servers
Audience	MMO players seeking group-dependent, non-instanced worlds; players of classic-era MMORPGs
Business model	Free to play; cosmetics, convenience and VIP. No pay-to-win, no pay-to-fast

2. Design Pillars

2.1 One world, no instances

There is a single Lumeria and no copies of it. No phasing, no instanced dungeons, no private rooms for a party. A fight audible over a ridge is really happening, to real players, and can be joined or avoided. Shared space is the precondition for every other pillar: scarcity, rivalry, reputation and rescue all require that players can actually collide.

2.2 One class, one role

Every class performs exactly one of Attack, Defend or Support, with no hybrid builds and no respec into competence at another role. A Guardian cannot out-damage a Berserker; a Berserker cannot survive what a Guardian survives. Interdependence is enforced by design rather than encouraged by tuning.

2.3 Cooperation is paid, not preached

Party composition is rewarded mechanically through stacking Synergy passives. A varied party is measurably stronger than a uniform one, so grouping is the dominant strategy rather than a social nicety.

2.4 A world with teeth

Open-world PvP outside safe zones, contested resource nodes, and world bosses visible to anyone passing. Risk is what separates a place from a menu.

2.5 Player-made goods

Most gear and consumables are produced by players across five professions, with outcomes tied to profession skill. The economy is a player system, not a vendor catalogue.

2.6 Server authority

Every gameplay decision is resolved on the server. The client is never trusted. Anti-cheat is an architectural property rather than a later addition.

3. World & Narrative

3.1 Premise

Elemental deities once dwelt peacefully in Lumeria. Humans settled the lands, coexisted with them, and were taught to manipulate mana and the elements — this is the origin of human magic.

Seeking greater power, humanity betrayed the deities, trapping them in sealed constructs and building temples to conceal the seals. The knowledge learnt from the deities was hoarded rather than passed on, and dwindled into dusty tomes.

Centuries later, humans expanding across Lumeria tore down the very temples their ancestors had built, unaware of what lay beneath. The seals broke. Because the deities' power had accumulated for centuries with no outlet, what emerged was overloaded, unstable and enraged.

Humanity fled to the remote island of **Ciliora**. The deities' unleashed power corrupted the creatures there, turning them hostile and compounding the catastrophe. In desperation, humans used forbidden summoning magic from the surviving tomes to call powerful beings from another dimension.

The ritual, cast by the inexperienced, opened a **permanent portal that cannot be closed**. The beings arriving through it resemble their summoners. They call themselves **Adventurers**.

Design consequence. The permanent portal is the diegetic justification for respawn, for a continuous influx of new players, and for the player character being an outsider with no prior stake in Lumeria's politics. It is load-bearing narrative, not colour.

3.2 The Four Deities

Each deity is an elemental domain, a region-shaping catastrophe, and a content pillar.

Deity	Element	Form	Impact on Lumeria
Pyrox	Fire	Dragon	Burned the cities to ash
Gwynthea	Wind	Feathered creature	Tore the mountains into desert
Dratheog	Earth	Ancient tree-being	Reshaped the land with forests and mountains
Neorah	Water	—	Flooded the east of Lumeria

Each deity's chapter follows the same arc: first encounter, a period of teaching, then betrayal and sealing. This structure gives every element a mentor figure and a grievance, and supplies the elemental magic schools with an in-world origin.

3.3 Structure

Content is organised into **sagas**. The current saga is *Arrival of the Adventurers*, covering the portal's opening and the first contact with the corrupted world.

4. Classes & the Role System

4.1 The three roles

Role	Function
Attack	Damage output. Cannot sustain sustained incoming damage.
Defend	Absorbs and controls incoming damage. Low damage output.
Support	Bufs, heals and crowd control. Cannot solo effectively.

4.2 Class roster

Class	Role	Type	Identity
Berserker	Attack	Physical	Sword and axe; close-quarters aggression
Guardian	Defend	Physical	Sword and shield; the party's wall
Marksman	Attack	Physical	Bow; precise ranged damage
Sorcerer	Attack	Magical	Fire / Water / Wind / Earth variants
Enchanter	Support	Magical	Bufs, heals, crowd control across all four elements

Physical classes wield element-infused weapons; magical classes master an element directly. Elemental variants of Sorcerer and Enchanter share a class chassis but differ in kit, which multiplies build identity without multiplying roles.

4.3 Synergy passives

Party-wide stacking buffs granted by role presence — the mechanical engine of the cooperation pillar.

Synergy	Granted by	Affects	Stacks
Attacker's Synergy	Marksman, Berserker, Sorcerer (all elements)	Party offensive stats	up to 3
Defender's Synergy	Guardian	Party defensive stats	up to 3
Supporter's Synergy	Enchanter (all elements)	Party support effectiveness	up to 3

While a granting member is in the party, every member receives a stack, capped at three. A party drawing all three synergies is strictly stronger than one drawing a single synergy three times — the rule that makes composition matter.

4.4 Mastery passives

One per class or element, increasing the effectiveness of all skills of that element or class.

4.5 Class change

Class selection and skill acquisition are handled through NPC class masters. Adopting a new class strips the previous class's skills — a deliberate cost that preserves role identity and prevents accumulation of cross-role capability.

5. Character Progression

5.1 Levels

Experience is earned from monsters and quests. The current cap is **level 100**. Each level grants **one attribute point** for the player to allocate according to play style.

5.2 Attributes

Six attributes, each driving a distinct cluster of derived statistics.

Attribute	Drives
Strength (STR)	Physical Attack Power; Physical Critical Attack Power
Constitution (CON)	HP; Physical Defense; Weight Capacity; Stamina Points
Dexterity (DEX)	Movement Speed; Attack Speed; Physical Critical Attack Rate
Mentality (MEN)	MP; Magical Defense
Wit (WIT)	Casting Speed; Magic Critical Attack Rate
Intelligence (INT)	Magical Attack Power; Magic Critical Attack Power; Experience Points

Skills scale with attributes. Ability output is a function of the driving attribute rather than skill rank alone — raising Mentality increases a heal's magnitude, and the tooltip reflects it immediately. This ties the attribute choice to moment-to-moment power rather than to a distant threshold.

5.3 Progression surfaces

- **Character level** — attribute points, zone access, gear thresholds
- **Skills** — acquired from class masters; scale with attributes
- **Gear** — tiered equipment across many slots, largely player-crafted
- **Profession skill** — independent progression per crafting profession, governing success rates

6. Combat

6.1 Model

Real-time, server-authoritative combat with melee and ranged attacks, projectiles, active abilities with cooldowns and resource costs, and buffs and status effects. Skills are slotted onto an action bar.

6.2 Resources

- **HP** — health, driven by Constitution
- **MP** — mana for magical abilities, driven by Mentality
- **SP** — stamina, driven by Constitution

6.3 Damage types

Physical and magical damage resolve against Physical Defense and Magical Defense respectively, each with its own critical rate and critical power statistic. Elemental infusion distinguishes physical classes' weapon damage.

6.4 Death

Death does not remove passive abilities. Passive effects persist through death by contract; only a targeted sweep cancels abilities, and passives are explicitly preserved.

6.5 Enemy behaviour

Monsters implement aggro and threat, patrol and leash behaviour, telegraphed attacks, and multi-phase bosses. They drop loot and grant experience. Enemy AI is driven by behaviour trees with a shared "monster brain" and per-NPC overrides for named encounters.

7. Party & Social Systems

7.1 Party

Players form parties with invite, leader and disband/leave flows, shared loot rules, and the stacking Synergy passives described in §4.3.

7.2 Chat

Channels for global, whisper/private, party, location and system messages. Chat scoping is enforced by the Interest Management Layer (§12.3) rather than broadcast to all.

7.3 Trade

Direct player-to-player trading, with the trade session mediated server-side.

8. Economy: Gathering, Crafting & Trade

8.1 Gathering

Resources are gathered from world nodes using the appropriate tool. Nodes exist in the shared world, which makes gathering a contested activity outside safe zones.

8.2 Professions

Profession	Produces
Blacksmith	Metal weapons and armour
Tailor	Cloth and light equipment
Jeweller	Accessories
Alchemist	Potions and reagents
Cook	Food consumables

8.3 Crafting

Crafting is performed at NPC stations using a recipe, its ingredients and a fee. Attempts resolve to success or failure against the character's profession skill, and profession XP progresses independently of character level.

Design intent. Failure is retained as a real outcome. It gives profession skill something to mean, creates demand for intermediate materials, and prevents crafting from becoming a deterministic conversion of materials into goods.

8.4 Items, currency and storage

- Grid inventory with stacking and drag-and-drop, and a weight capacity driven by Constitution
- **Gold** as the in-world currency
- Many equipment slots, including left/right differentiation for paired accessories
- Warehouse and storage via NPCs
- Vendors for buying and selling
- Lootable world objects and containers, some gated behind required items

9. World Content & PvE

- **Seamless open world** with level-gated zones and no instancing
- **Monsters** with territorial patrol, aggro and leash behaviour
- **World and zone bosses** with multi-phase encounters, visible and joinable by anyone present
- **Quests** — talk, deliver and kill objectives, both one-time and repeatable
- **Environmental hazards** that damage players
- **Safe zones** where PvP is disabled

Content status. In development The active content region is the current playtest island. The wider Lumeria continent is designed but its content build is deferred until more systems are complete — it is not represented in the playable build and is not used for marketing capture.

10. PvP

Open-world PvP is enabled everywhere **except** inside safe zones. There are no separate PvP maps, arenas or queues — PvP is a property of the shared world rather than a mode entered from a menu.

The consequences are deliberate:

- Resource nodes and boss spawns are contested, not merely scheduled
- Travel through unsafe territory carries risk, which gives geography meaning
- Party composition matters defensively as well as offensively

Open question. Anti-griefing policy — penalties for repeated unprovoked killing, protections for low-level characters, and any flagging or reputation system — is not yet specified. This is the largest undefined area of PvP design and should be settled before the population grows.

11. User Interface

- Draggable, resizable, tabbed windows
- Corner minimap and full-screen world map (M) with pan and zoom, resizable window, opacity control, POI tree, Focus Current Location, and role-based NPC markers alongside self, party and nearby markers
- Aim-to-interact prompts for world interaction
- Action/shortcut bar for slotted skills
- On-screen player feedback messages
- Rich tooltips for items and skills, showing derived values that update with attributes

12. Technical Architecture

12.1 Stack

Engine	Unreal Engine 5 (source build), single runtime module
Client	Windows, distributed via Steam
Server	Dedicated Linux server, systemd-managed
Auth	Steam authentication and ownership verification, via a dedicated login service
Persistence	PostgreSQL
Abilities	Gameplay Ability System (GAS)

12.2 Server authority

All gameplay logic executes on the dedicated server. Nothing on the client's travel URL or in client-supplied options is trusted — identity and entitlement facts are supplied by the login service, never read from the client.

12.3 Interest Management Layer

An abstraction layer through which systems declare replication *intent* — owner-only, team, zone, proximity or always — rather than binding directly to a replication implementation. Replication back-ends are interchangeable adapters behind this boundary. Chat scoping is a live consumer of the layer.

12.4 Service decomposition

Backend concerns are separated into independent services rather than folded into a single monolith, each with its own deployment unit: game data, chat, presence and premium entitlements.

12.5 Ability and effect model

Player characters replicate abilities in Mixed mode; NPCs use Minimal. Attributes are defined in a shared attribute set. Passive abilities are contractually preserved through death.

13. Live Operations & Server Capacity

13.1 Capacity policy

Admission is governed by a configurable capacity policy rather than a hardcoded cap. The policy defines a whole-server ceiling plus a set of pools:

Pool kind	Matches on
Total	The whole-server pool, always evaluated in addition to any matched lane
SteamApp	The login-service-validated Steam AppId — separates retail and playtest lanes
Entitlement	A server-verified account entitlement, e.g. VIP
LoadTest	Load-test harness lane, routed through the gate rather than around it

13.2 Reserved slots

Each pool may reserve a tail of seats for entitled accounts. A non-entitled player is admitted while occupancy is below `MaxSlots - ReservedSlots`; an entitled player is admitted while occupancy is below `MaxSlots`. The reserved tail is precisely the set of seats only an entitled account can take — the mechanism behind VIP login priority (§14.3).

13.3 Entitlements

Entitlements are time-bounded, keyed to the Steam account, and recorded in an append-only ledger with idempotent grant and revoke. Product duration is data rather than a hardcoded enum, so a new offer is a catalogue row rather than a code change. "Active" is evaluated at read time against expiry, so a lapsed entitlement requires no background sweep to become inactive.

14. Monetization

14.1 The rule

Nothing sold for money affects game balance. No stat boosts, no superior gear, no accelerated levelling, no improved drop rates.

Pay-to-fast is treated as a form of pay-to-win: if money buys time, it buys advantage. In an open world where players share resources and contest space, one player outpacing another through purchase is a design failure rather than a revenue feature.

14.2 What is sold

Category	Contents
Cosmetics	Appearance items that change how a character looks and nothing else
Convenience	Extra character slots, additional bank space, name changes — account comfort that does not touch the shared world
VIP status	A battle pass of cosmetic and account rewards

14.3 Purchase flow

The Steam store sells exactly one product: **premium in-game currency**. That currency is then spent in game on the categories above. VIP is the single exception that may also be purchased directly, and is additionally obtainable in game as a consumable item.

14.4 The declared exception

VIP grants login queue priority when a server is full. This is a genuine advantage and is stated as such rather than concealed: between two players waiting for a seat, the VIP is admitted first. It is an advantage in *waiting*, not in *playing* — it confers no power, wealth or progression speed once inside. Implemented via reserved slots (\$13.2).

14.5 Founder exclusivity

Cosmetics granted to crowdfunding backers are permanently exclusive and will not subsequently be offered for sale at any price. This is a standing commitment, not a launch-window promise.

15. Localization

The game ships in **eleven languages**: English, Spanish, Russian, German, French, Italian, Polish, Portuguese (Brazil), Korean, Japanese and Simplified Chinese.

Coverage extends beyond menus to item names, crafting recipes, ingredient names, skill descriptions, tooltips, and party, trade, chat and map messages.

Translation provenance. The eight most recently added languages are machine-translated as a first pass and are labelled in-game as machine-produced and pending review. Replacement with native-speaker translation is a funded objective. A community translation review pipeline exists to accept and validate submitted corrections.

16. Production Status

16.1 Team

The project was built by a team of five over approximately two years. Since January 2026 it has been developed by a single person, following the exhaustion of the studio's funding.

16.2 Cadence

Development continues at a public patch roughly every one to two days, each accompanied by published patch notes. The current build is **0.6.8.170**.

16.3 Availability

A public Steam Playtest is live and open, alongside an unreleased retail Steam page. No release date is announced.

16.4 Principal risks

- **Single point of failure** — one developer, with no team to continue the work
- **Scope** — MMORPGs are the genre most prone to unbounded growth; mitigated by continuous release rather than long silent development cycles
- **Infrastructure cost scaling** — a free-to-play MMO grows more expensive with success; mitigated by the capacity policy in §13
- **Undefined PvP policy** — anti-griefing rules remain unspecified (§10)