

AETHERFORGE STUDIOS

AETHERBORN

LIGHTS OF CHAOS

GAME WHITEPAPER & DEVELOPMENT ROADMAP

An independent fantasy action RPG universe

CREATED BY MIMON/MHIMZ

Development document v1.0 | 26 November 2026

Also featuring a first look at the next game:

AETHERBORN: SOUL OF THE BLESSED

Development concept · Not a live release or fundraising offer

01 / STUDIO VISION

The AETHERBORN Universe

AETHERBORN is an original fantasy RPG universe conceived by Aetherforge Studios, created by Mimon/Mhimz. The first title, AETHERBORN: Lights of Chaos, is a browser-focused 2D side-scrolling action RPG in development. Its central experience combines hero combat, progression, dungeon challenges, loot hunting, and social play.

The word Aether represents a celestial force running through heroes, summoned spirits, ancient realms, and the conflict between light and chaos. The world is fractured by the Shattered Veil, setting the stage for increasingly difficult trials.

TWO TITLES, TWO DISTINCT PROJECTS

TITLE	DIRECTION	CURRENT STATUS
Lights of Chaos	2D side-scroll browser RPG	Development build; beta preparation
Soul of the Blessed	2D isometric/open-world RPG vision	Early development, not playable

CORE PRINCIPLES

- Readable, responsive fantasy combat that feels rewarding.
- Strong character identity, persistent progression and meaningful mastery.
- Accessible browser play with careful PC and mobile UI design.
- Transparent development communication; no fabricated release dates.



02 / GAME DESIGN

Combat, Skills & Progression

Four heroes are referenced in the current Lights of Chaos development plan: Maru, Mimon, Mimay, and Nika. Their attack styles, visual effects, and skill pacing are designed to feel distinct. Final combat balance remains subject to testing.

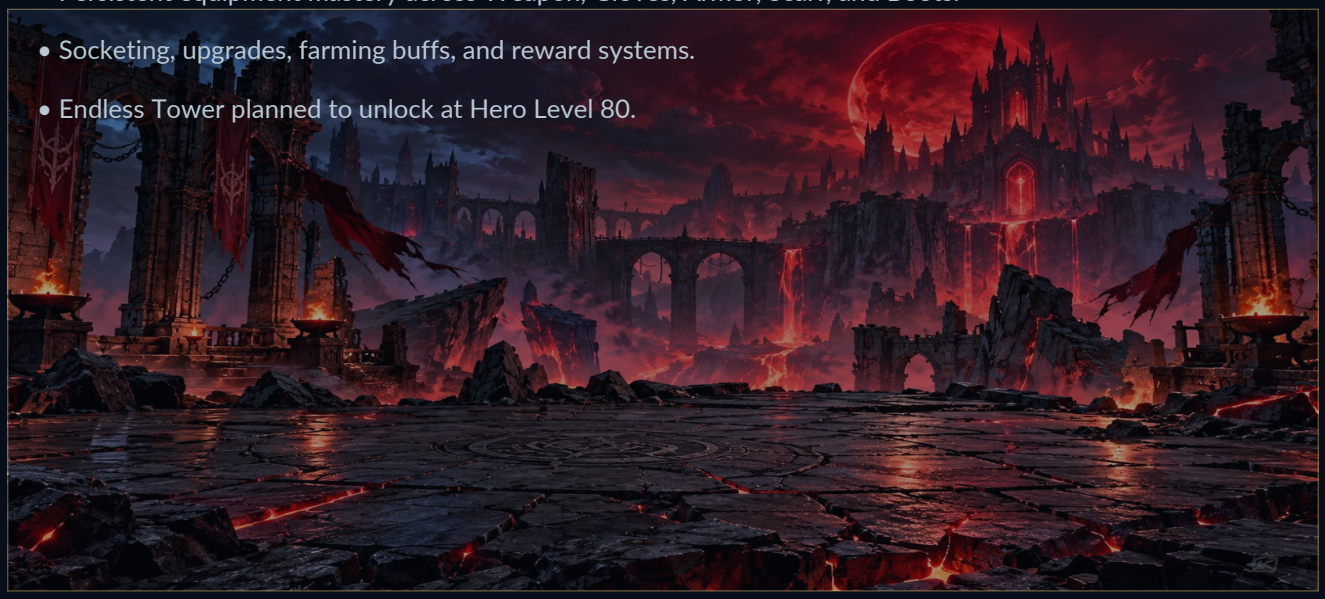
APPROVED v5.20 SKILL MAP

KEY	SKILL	UNLOCK CONDITION
Q — #1	Primary hero skill	Hero Lv. 30 + Sage quest
E — #2	Second offensive skill	Hero Lv. 60 + Sage quest
R — #3	Ultimate skill	Hero Lv. 100 + Sage quest
F — #4	Aether Spirit Summon	Aether Spirit Awakening

Quest skills are not unlocked by level alone: a player must accept the Sage trial, meet the task requirements, and claim completion. Icons are shown but disabled before unlock. Spirit Summon is now Skill #4, while the former Skill #4 ultimate occupies Skill #3. The obsolete Battle Aura quest has been removed from the intended progression.

LONG-TERM GROWTH

- Hero and Aether Spirit levels, Normal and Aether attributes.
- Persistent equipment mastery across Weapon, Gloves, Armor, Scarf, and Boots.
- Socketing, upgrades, farming buffs, and reward systems.
- Endless Tower planned to unlock at Hero Level 80.



03 / CHALLENGE & COMMUNITY

PvE, Co-op & Browser Play

Lights of Chaos is designed around campaign stages, Infernal Cavern tier challenges, Boss Rifts, and an Endless Tower. Elite and Nightmare modes are intended to create a long-term challenge beyond Normal difficulty. Dungeon timer and reward balance will be tested before wider access.

COOPERATIVE FEATURES UNDER TEST

- Online player parties and co-op dungeon participation.
- Party chat and shared combat effects, damage visibility, and kill-state synchronization.
- Dungeon exit controls, completion timers, reconnect and save behavior.
- Mobile landscape interfaces with full access to key buttons and windows.

GAME PLATFORMS

PLATFORM	INTENDED EXPERIENCE	VALIDATION
PC browser	Keyboard + desktop HUD	Development/testing
Android browser	Landscape touch controls	Development/testing
iPhone browser	Responsive landscape controls	Compatibility testing planned

The game client can be hosted on a static HTML5 platform such as itch.io, but the online backend remains a separate service. Static hosting alone does not provide shared accounts, authoritative currency balances, persistent multiplayer worlds, or GM tools.



04 / ECONOMY

Currencies, Rewards & Fairness

The intended free-to-play model includes three distinct currencies: Gold (general progression), Aether Soul (farming/progression), and Aether Bless (optional premium currency and some in-game rewards). Shop offers must be server-verified before public paid use.

APPROVED EMPORIUM EXAMPLES

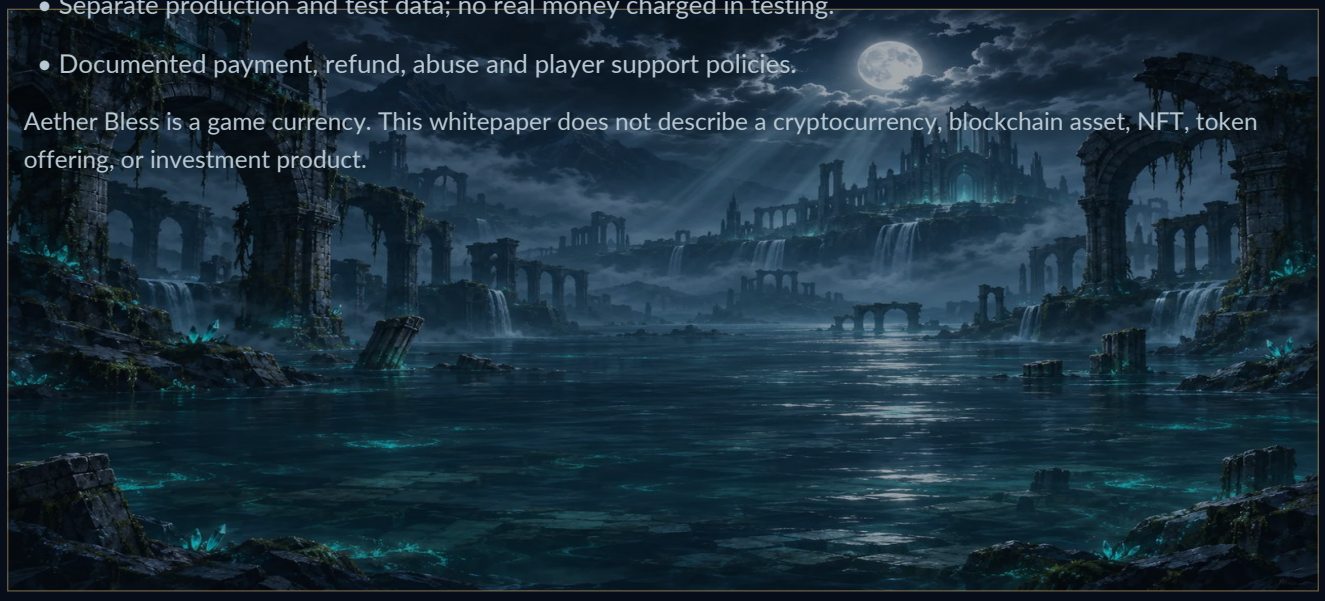
OFFER	PROPOSED PRICE
Dungeon Key ×1 / ×10	25 / 200 Aether Bless
Moon Owl Auto Loot pet	299 Aether Bless
500,000 Gold	25 Aether Bless
1,000,000 Gold	50 Aether Bless

Farming consumables are being designed for 2-hour, 4-hour, and 8-hour durations with discounts on longer purchases. They include Gold, Aether Soul, Hero EXP, Spirit EXP, and item-drop bonuses. Some offers speed up farming and therefore affect progression; pay-to-win risk and economy inflation must be reviewed openly.

SECURITY IS A RELEASE GATE

- Server-authoritative purchase validation and duplicate prevention.
- Secure save transactions, audited currency changes, and GM permissions.
- Separate production and test data; no real money charged in testing.
- Documented payment, refund, abuse and player support policies.

Aether Bless is a game currency. This whitepaper does not describe a cryptocurrency, blockchain asset, NFT, token offering, or investment product.



05 / MILESTONES

Development Roadmap

The phases below are development targets without promised completion dates. A patch passing syntax/unit checks is not a substitute for live PC/mobile testing, external beta testing, or production security verification.

01 GAME BASELINE

v5.20 development build. Maintain combat, unlock trials, Aether Spirit, player interfaces, and Emporium balance.

02 TEST SERVER

Preparation. Isolated player saves and GM data, authoritative rewards, backups, multiplayer and save tests.

03 PRIVATE ITCH.IO

Planned. Restricted HTML5 client, secure WSS/HTTPS endpoint, invited testers and PC/mobile QA.

04 CLOSED BETA

Planned. Gradual group testing toward ~50 concurrent-player goal, subject to capacity validation.

05 PUBLIC FREE-TO-PLAY

Future release gate. Release only after backend security, fair economy, policy, stability, and support readiness.

06 NEXT TITLE

Separate project. Advance Soul of the Blessed prototypes, modular character movement and isometric systems.



06 / NEXT CHAPTER

Soul of the Blessed

The next AETHERBORN project is a separate 2D isometric/open-world fantasy RPG in early development. It is not a remake, patch, or expansion of Lights of Chaos. Its purpose is to explore a richer navigable world with eight-direction movement and true modular character equipment.

PLANNED CREATIVE & TECHNICAL PILLARS

- A fixed isometric/top-down 2D camera with eight-direction traversal.
- Anatomically modular heroes, including independent limbs, torso, pelvis, hair and equipment regions.
- Professional walk/run/attack animation with correct knee and elbow behavior.
- Equipment customization that remains correctly aligned during movement.
- Long-term MMORPG systems explored after a stable prototype exists.

CURRENT TRUTHFUL STATUS

Lights of Chaos: a v5.20 development baseline and Test Server/private beta preparation. Soul of the Blessed: early design and modular-character development; no public gameplay launch, restricted beta, or release date announced.

AETHERFORGE STUDIOS

Created by Mimon/Mhimz. This document is a game design and development overview, not a guarantee of features or delivery dates. Art, features, performance targets, offers, and systems may change throughout development.

