



Panththeon: Rise of the Fallen Stream #3 Summary

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(Please message me if you notice any errors or have suggestions.)

Stream #3 VODs:

[CohhCarnage](#) (Rogue) PoV:

<https://www.youtube.com/watch?v=c-VljOeRfis> (Part 1)

<https://www.youtube.com/watch?v=gK3HJTSZG6c> (Part 2)

https://www.youtube.com/watch?v=a_dAxTmBRyY (Part 3)

[VisionaryRealms](#) (Shaman) PoV:

<https://www.youtube.com/watch?v=VO3MuXT7GrU>

Disclaimer:

The footage seen is taken from an early pre-pre-alpha build of Pantheon: Rise of the Fallen. All art and animations should be considered placeholder.

Official Social Media:

<https://twitter.com/pantheonmmo>

<https://www.facebook.com/pantheonmmo>

Q&A and Explanations Timestamps

- [What can you tell us about the Shaman class?](#)
- [What is the current stage of development?](#)
- [What kind of class is CohhCarnage playing as?](#)
- [New Mob AI/Behavior/Disposition](#)
- [About Wild's End, combining low and high level content, making the world feel alive](#)
- [On open world and dungeons](#)
- [How is Pantheon going to handle kill stealing?](#)
- [Is /assist in the game and how do you do it?](#)
- [What is the payment model for Pantheon?](#)
- [Good explanation and discussion about the kind of game Pantheon is](#)
- [What happens when you die in this game?](#)
- [Are you planning on mechanics for corpse runs or summonings?](#)
- [How close to EverQuest is this?](#)
- [Is this a sponsored stream?](#)
- [Can you explain pre-alpha?](#)
- [Is resurrection in-game?](#)
- [On Day/Night cycle and weather](#)
- [What is the plan for PVP?](#)
- [What is the plan for high end raiding?](#)

- [How to achieve more focus on the low and mid level game](#)
- [What are the plans for crafting in Pantheon, and are there plans for secondary skills like Fishing?](#)
- [On cooperation between adventurers and crafters](#)
- [On player driven economy](#)
- [How is the crafting system going to tie into your character?](#)
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- [What is the backstory of the Gnomes?](#)
- [What are the Dwarves like?](#)
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- [What kind of character customization will we see on making a character?](#)
- [Is there going to be factions, kill on sight, etc?](#)
- [Perception System](#)
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- [If you miss some of the dialogue \(in the Perception System\) will there be a way you can go back and check on it?](#)
- [Will there be any type of in-game voice chat?](#)
- [More on the Perception System](#)
- [Are there any plans for class specific "epic quests"?](#)
- [Do you have to start quests in the Perception System at the beginning?](#)
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- [Is the "holy trinity" in the game?](#)
- [On "encounter control" and changing climates](#)

- [On camera views \(first and third person\)](#)
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- [Gnashura boss encounter](#)
- [Is there going to be any type of ranged weapons?](#)
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- [How many classes will there be on release?](#)
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- [Will there be localizations for Pantheon?](#)
- [Will races limit class selection?](#)
- [If a quest requires specific drops, will only one drop or will there be one for everyone?](#)
- [Will there be racial specific abilities?](#)
- [Are races going to have specific sets of faction on creation and will there be instances where an evil race character can't run to a human city?](#)
- [What kind of equipment visualization can we expect to see on characters?](#)
- [Heading to a new area through Avendyr's Pass](#)

- [We have seen completely open world end game cause issues in the EverQuest 1 Time Locked Progression servers, how does Visionary Realms plan to mitigate one guild from preventing the entire server from progressing?](#)
- [What kind of style will be used for in-game spells and abilities?](#)
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- [On combat](#)
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- [On skills](#)
- [Will pure melee classes utilize mana?](#)
- [What is the difference between skills and abilities?](#)
- [Will there be mods on release?](#)
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- [On inventories and encumbrance](#)
- [Atmospheres continued](#)
- [Amberfaet](#)
- [Amberfaet description](#)
- [What is acclimation?](#)
- [On the combat system and body types vs weapon types](#)
- [Are some races going to be able to tolerate some of those environments and climates better than others?](#)
- [Will there be dragons?](#)

- [Good description of Pantheon](#)
- [On the verticality of Amberfaet](#)
- [Are there mounts?](#)
- [What programs are used to make the game, in regards to artwork?](#)
- [Where can I fund the game?](#)
- [Are dungeons open world or instanced?](#)
- [Will there be world events, kind of like Kithicor Forest?](#)
- [Will there be a volunteer guide system?](#)
- [Can I play with my friend's new character using my high level character?](#)
- [Will there be a restriction on guild sizes?](#)
- [Phones confirmed!](#)
- [On downtime in Pantheon](#)
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- [On how the game is being designed/developed](#)
- [What are the plans for different server regions?](#)
- [Climbing system](#)
- [Are there any plans for teleportation/summoning spells like "Call of the Hero" from EverQuest?](#)
- [On the design of Amberfaet](#)
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- [Will there be private servers?](#)
- [On crafting in the world and environments within other environments](#)

- [Are items going to have level or stat requirements and what do you think about twinkling?](#)
- [Is the Q1/Q2 alpha private for backers?](#)
- [Is soloing a viable playstyle?](#)
- [Malthyr's Colossi boss encounter](#)
- [What's the loot system like?](#)

Abilities

- ALL Classes

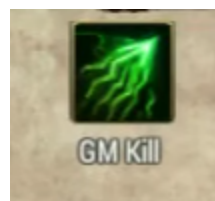
- Actions

- Bandage



- Spells

- GM Kill (Game Masters only)



- Effect: Does 1,000,000,000 damage

- Rogue

- Spells

- Veiled Strike



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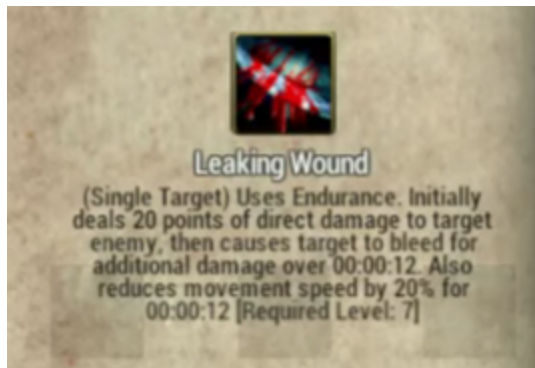
- **Pilfer**



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- **Abilities**

- **Leaking Wound**



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- **Blackjack Kick**



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- Backstab



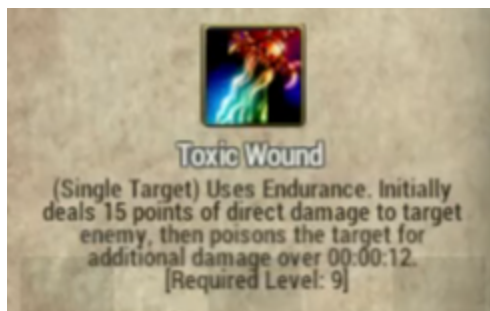
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- Embed



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- Toxic Wound



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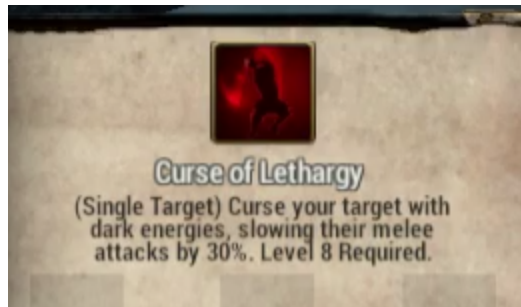
- Shaman

- Spells

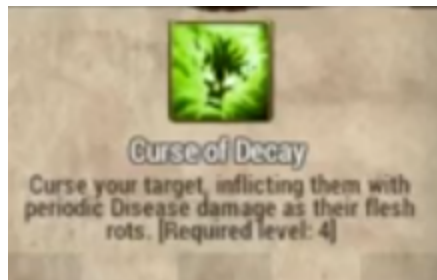
- Blessing of the Wolf



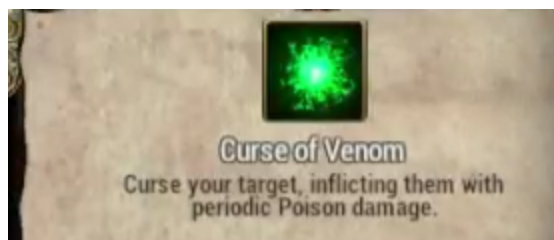
- **Curse of Lethargy**



- **Curse of Decay**



- **Curse of Venom**



- **Frail Remedy: Toxins**



- **Frail Remedy: Poisons**



- **Gift of the Ancestors**



- **Hex of Frailty**



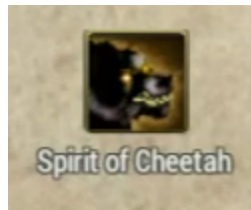
- **Lesser Heal**



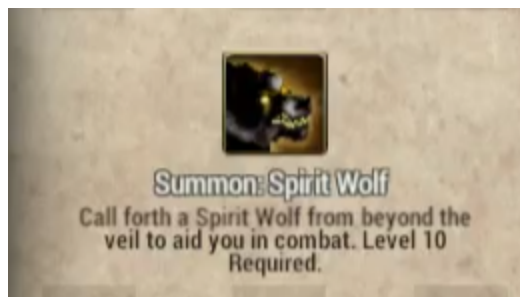
- **Lesser Regeneration**



- **Spirit of Cheetah**



- **Summon Spirit Wolf**



- **Wither**



- **Wolf's Swiftness**



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Atmospheres



- Areas that alter your stats in negative or positive ways to create additional layers of depth
- [Timestamp of an Atmosphere in action](#)
- **Acclimation**
 - [Timestamp](#)
 - There will be certain extreme environments your character will have to acclimate to in order to perform without penalty or even survive the area.
 - Planning to launch with **six** climates: **frigid**, **scorching**, **toxic**, **anaerobic**, **pressure**, and **windshear**.
 - There are different tiers of climates -- for example, lower tiers you can survive at with penalties, higher tiers will be deadly.
 - There will be special gear and items to mitigate or even absorb the essence of environments for acclimation.
 - There will be environments within environments (for example, the scorching environment in the frigid environment of Amberfaet.)

Character

- Characters can **Climb**, which is very important in navigating vertical dungeons such as Amberfaet. **Jump** with **Spacebar** onto terrain to grab on, and **move forward** with **W**.
- Characters appear to eat food and drink automatically:

- You have a bite to eat.

- You have something to drink.

- Your spells can fizzle (fail):

- Your spell fizzles!

- Death

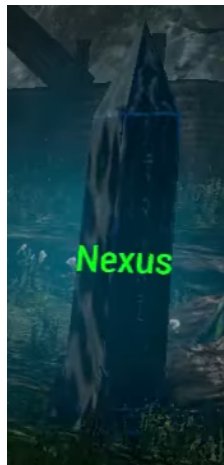
- Characters appear to lose experience on death:

- You have lost some experience.

- You are given a popup box on death:



- Clicking “**Release**” seemingly will respawn you back at the nearest “**Nexus**”:



- You will leave a corpse where you die, but at this time doesn't appear to have any functionality.



- **Skills:**
 - Skills appear to use the same formula as in EverQuest 1 -- a maximum of five points per level:

Kagrik Grolrar - Level 13 Shaman		
Skills		
Bandage	60	
Climate Resistance	60	
Climate Travel	60	
Defense	65	
Evocation	65	
Fortification	62	
Hand To Hand	60	
Illumination	60	
Invocation	62	
Manifestation	60	
Materialization	60	
Meditate	65	
Offense	65	
One Handed Blunt	65	
One Handed Piercing	60	
Shields	60	
Spell Identification	60	
Swimming	60	
Two Handed Blunt	60	
Two Handed Piercing	60	

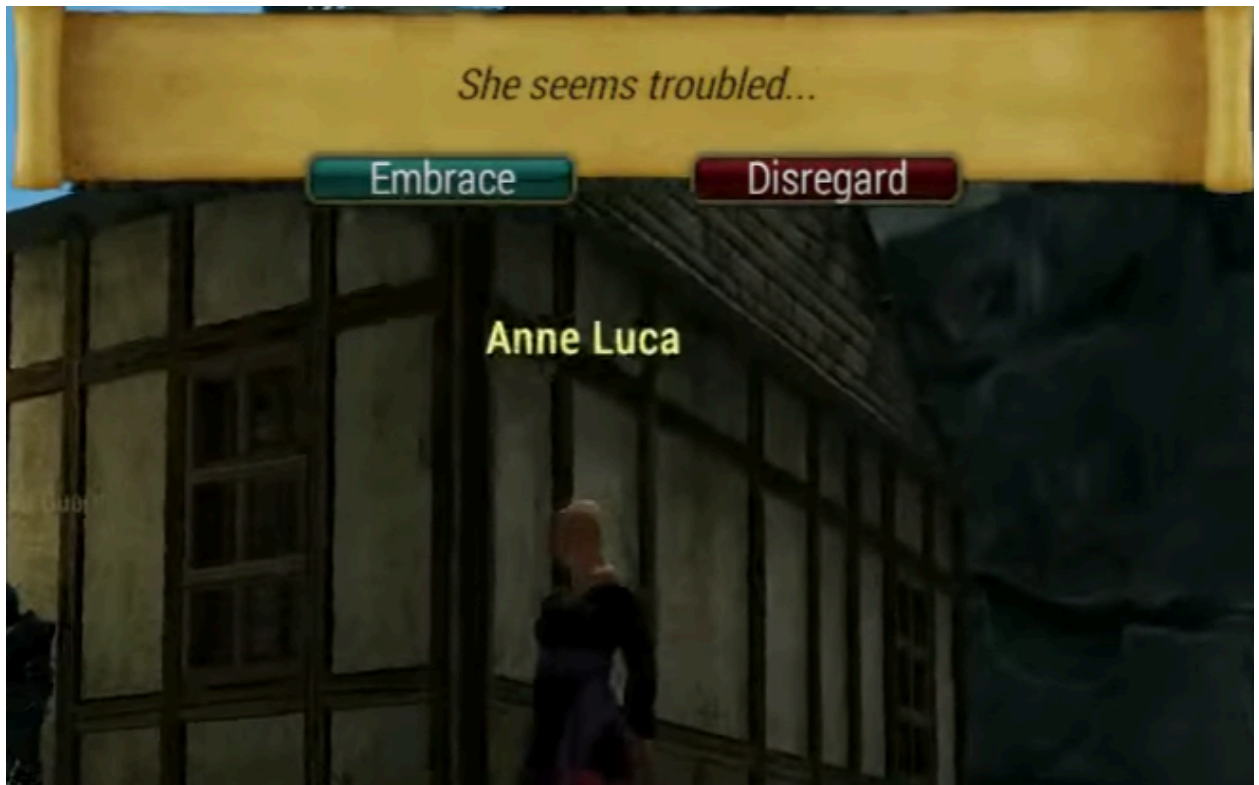
Classes

- The classes of Pantheon: Rise of the Fallen make up **four roles** (a **quaternity**), as opposed to the traditional three roles (**trinity**) found in most modern MMO games. They are:
 - **Tank**
 - **Healer**
 - **DPS**
 - **Crowd Control/Debuffer**
- The classes played in the live stream were:
 - **Cleric**
 - Played by Human character **Ceythos** ([Corey "Ceythos" LeFever](#)).
 - **Enchanter**
 - Played by Dwarf character **Kilsin** ([Ben "Kilsin" Walters](#)).
 - **Rogue**
 - Played by Gnome character **Cohh** ([Ben "CohhCarnage" Cassell](#)), and is the PoV of the [CohhCarnage stream](#).
 - **Shaman**
 - Played by Archai character **Kagrik** ([John "Montreieur" Diasparra](#)), and is the PoV of the [VisionaryRealms stream](#).
 - **Warrior**
 - Played by Ogre character **Joppa** ([Chris "Joppa" Perkins](#)).
 - **War Wizard**
 - Lore only class only played by Human character **Aradune** ([Brad "Aradune" McQuaid](#)).
 - Has frost element offensive nuke spells, roots, and heals.
 - Isn't a planned player class

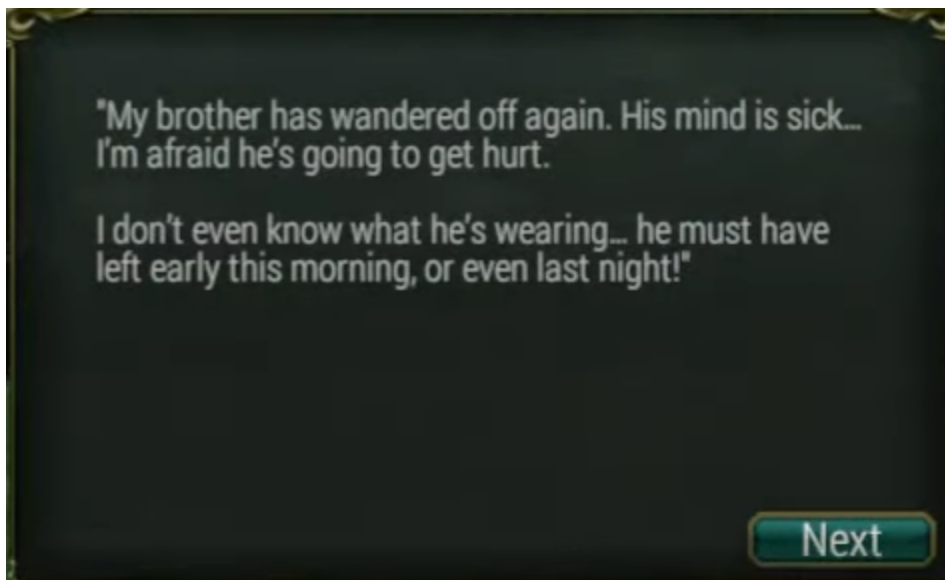
Perception System

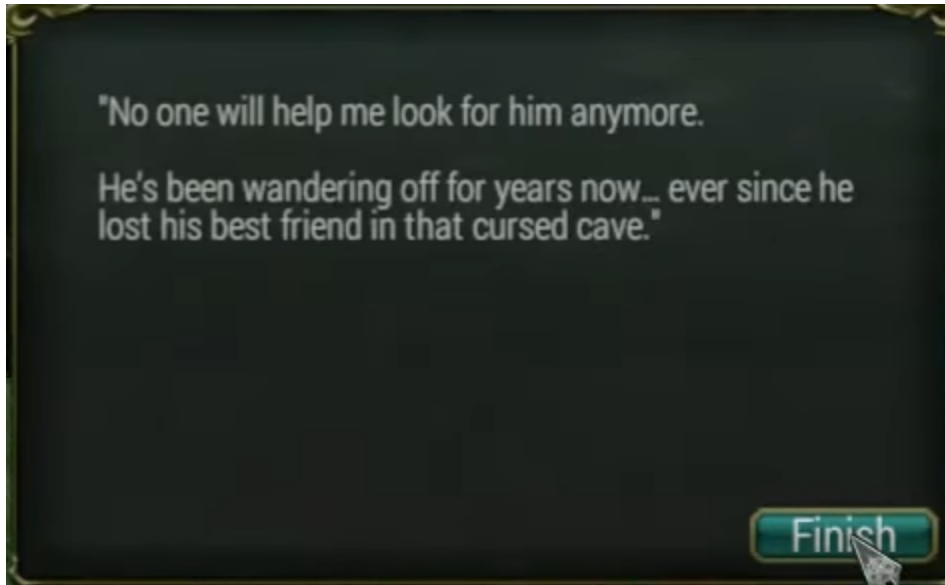
- Quests that engage YOU via proximity and text.
- Can be started at any point in the chain.
- Hints and keywords are given to help direct you, but no specific instructions or hand holding.
- Through the Perception System, you become a Keeper, and Dialogue is recorded in your Tome of Keeping.
- If you are a Keeper, you can use two skills to progress through the Perception System: a passive skill called **Insight**, and an active skill called **Investigate**.
- Once you've completed a Perception Quest, you won't be bothered by the dialogue in the future.
- Begins at [this stream timestamp](#).

- **Anne Luca** (stands in a village within **Avendyr's Pass**). Upon approaching her, you hear crying (also reflected in flavor text: **Anne begins to cry**) and are given this dialogue box and options:

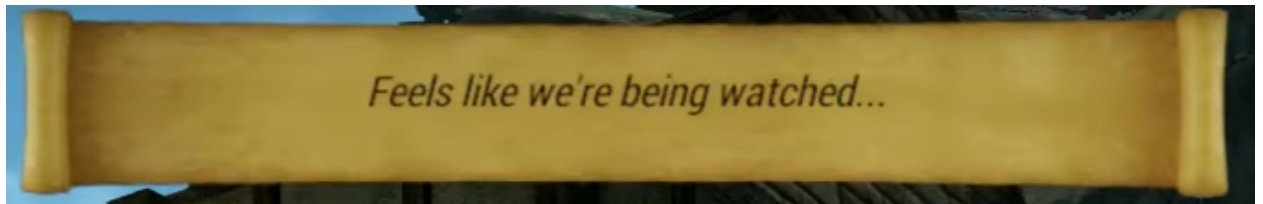


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- Upon clicking "**Embrace**":

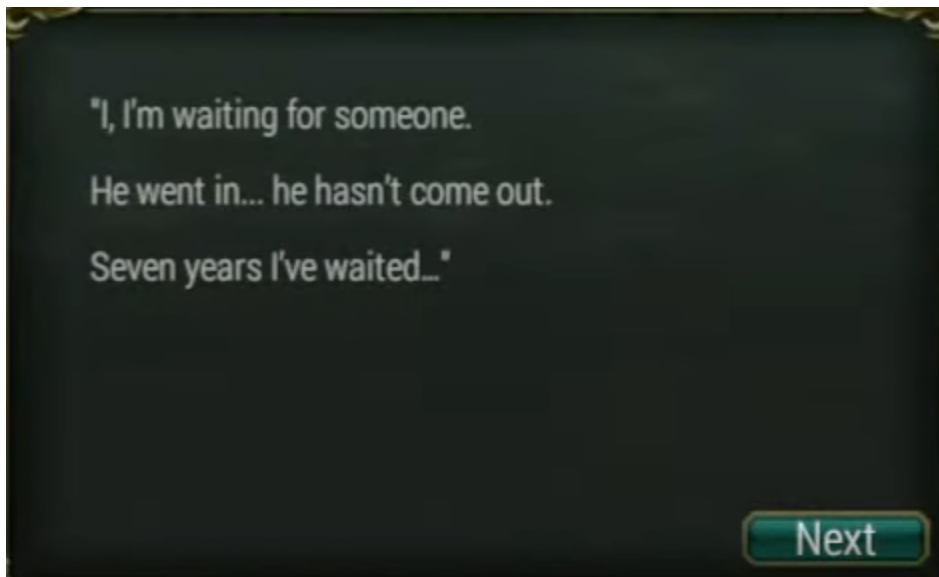


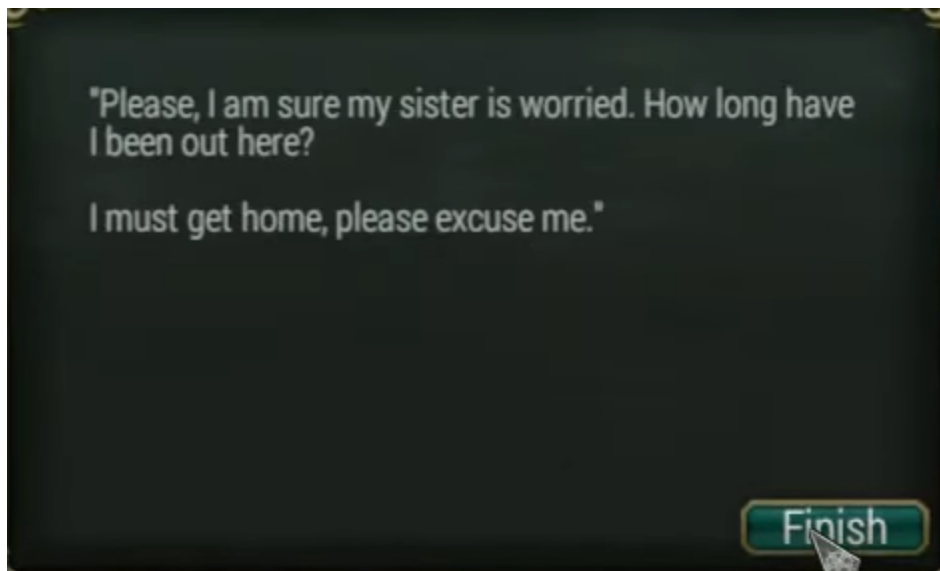
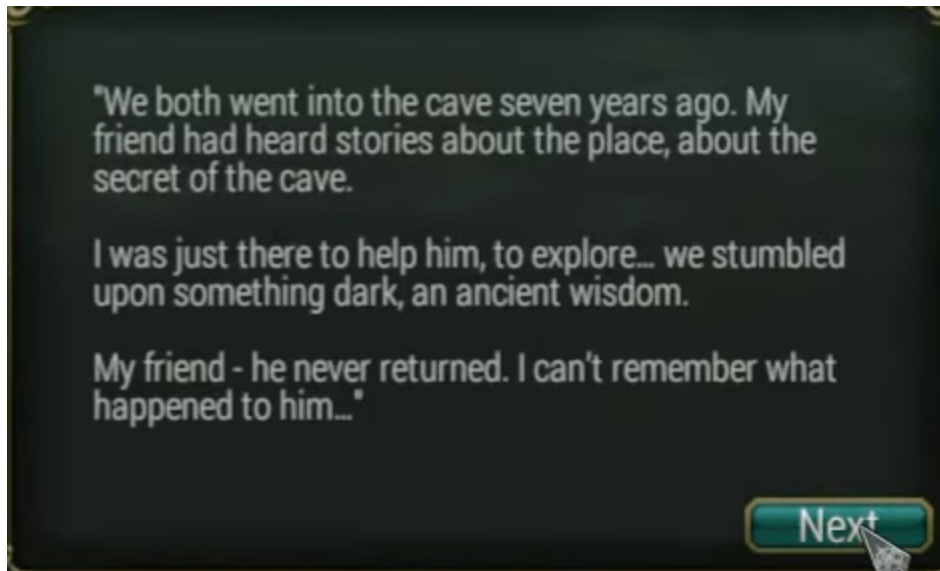


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- Upon finishing the dialogue chain, a perception message is displayed:

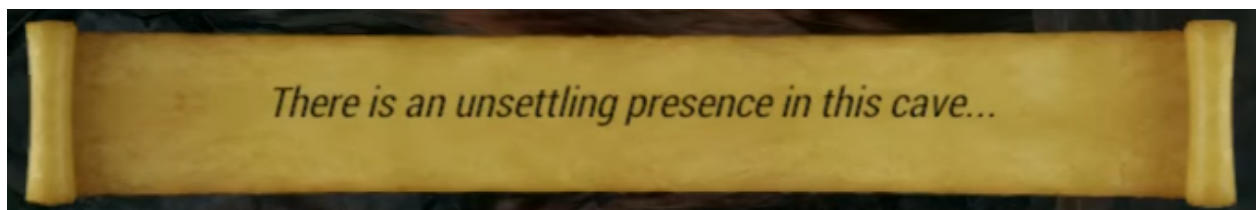


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- **Eriq Luca** (stands outside cave entrance to Halnir Cave zone)





- Upon entering the cave immediately outside the Halnir cave zone, this Perception Message is displayed:



- **Armond Toryn** (continues this Perception Quest inside **Halnir Cave**)



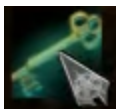
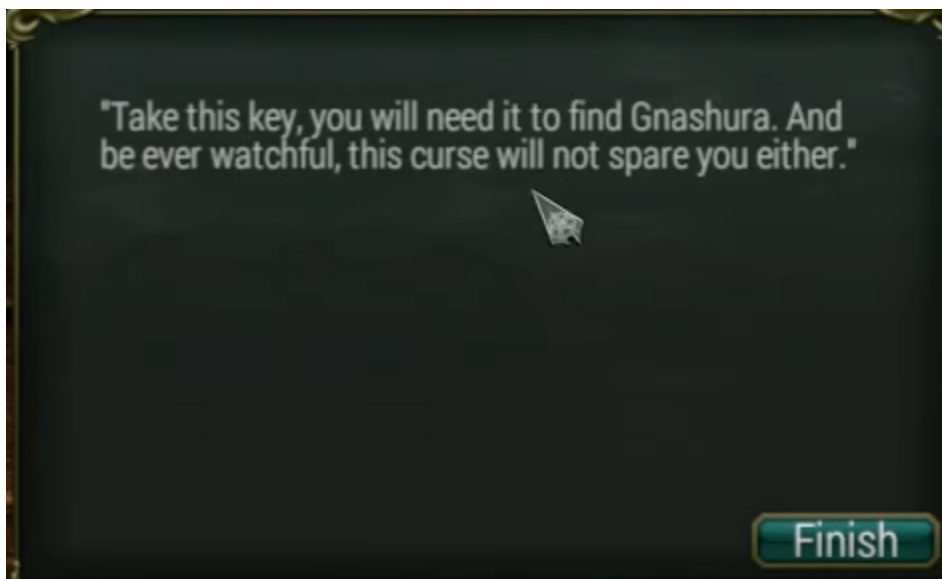
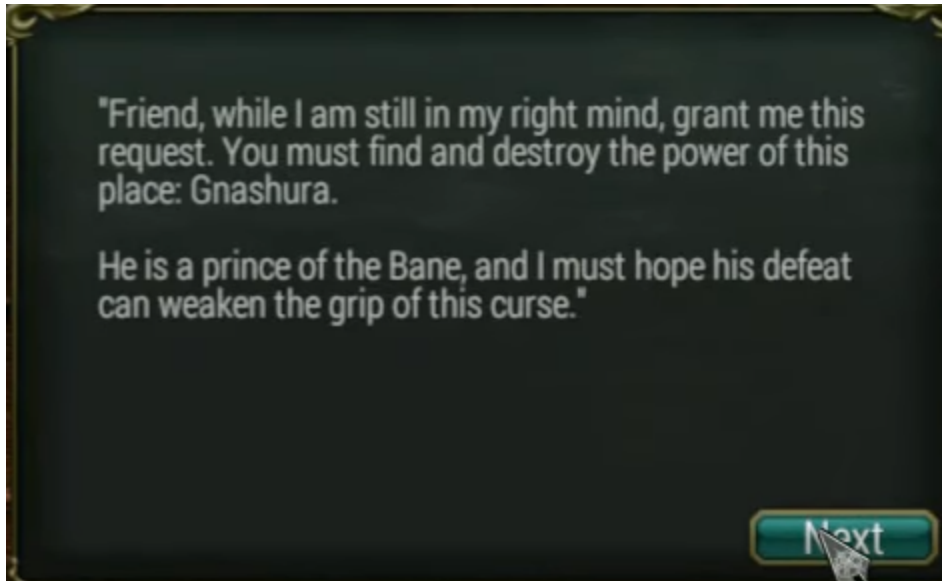
"No - wait. I'm not like the rest... I don't want to hurt you."

Next

"Eriq? Yes - I can barely recall his face... but I remember him. I remember covering his mouth so he wouldn't be devoured... or worse, become like me.

The Withering Curse is my punishment for coming down here. I am slowly losing my mortal form... I am becoming a Wraith."

Next



Armond Toryn gives you Fadesteel Key.

Pets

- Shamans have Spirit Wolf pet.
- The EverQuest 1 pet window has returned:



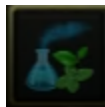
-
- And similar flavor text:
- Spirit Wolf tells you, "Yes master, attacking Drawn Ratkin."
- Spirit Wolf says to you, "As you wish, master."
- You don't have a pet.
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- As well as familiar sounding name styles:



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Tradeskills (Crafting)

- Alchemics has a window in-game:



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- Fishing will be in the game.

User Interface

- Much if not all of the EverQuest 1 flavor text has been brought back.
- Consider messages:

- Icebite Cavecrawler scowls at you, ready to attack. You would probably win this fight.

- Mohwa regards you indifferently. What would you like your tombstone to say?
Emeraldscale Prophet scowls at you, ready to attack. Looks like a difficult fight.
Emeraldscale Scout scowls at you, ready to attack. What would you like your tombstone to say?

- Others:

- Your spell was interrupted!

- Your boon fades.

- The EverQuest 1 magic die /random command is back:

- ** Kilsin rolls a magic die between 1 and 100. This time, it turned up 13

- Many NPCs are using the same death flavor text placeholder message:

- Withered Boa's corpse twitches for a moment then slumps to the ground.

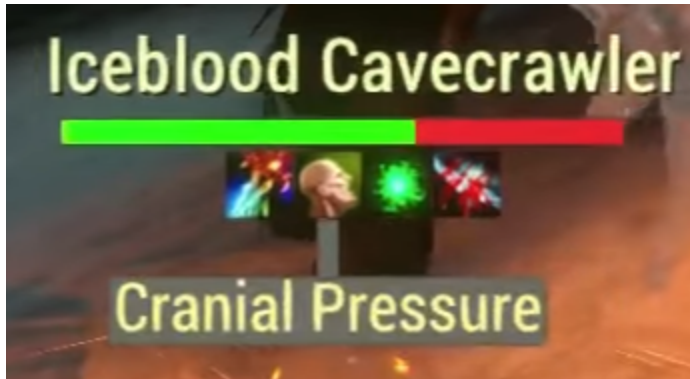
- A mini transparent scrolling combat/chat log appears near the bottom middle of the UI, above the ability bars:



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- It can also display experience gains/loss, skill gains, releasing, etc.
- Scrolling Combat Text appears non-intrusively near mobs being fought.
- Debuff icons appear under mob's health bars:



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- Additionally, mousing over said debuff icons shows a tooltip with the debuff name:

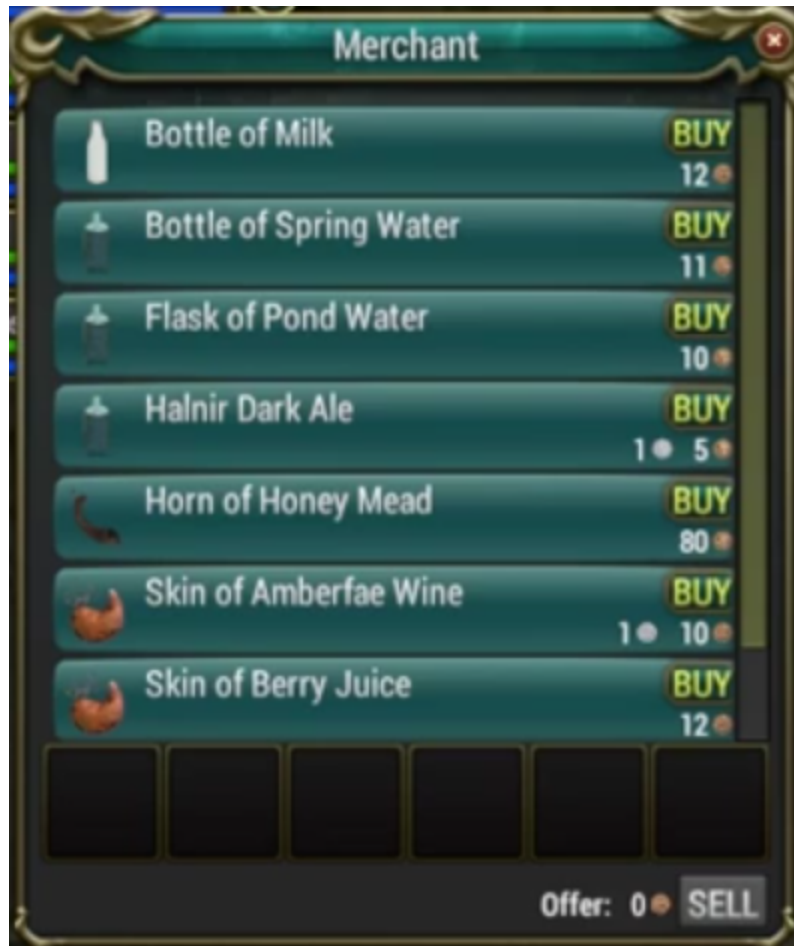


- **Group Window**



- **Note: The circles with arrows next to each group member is a compass that directs you towards said group member.**

- **Merchant Window:**



- Trade Window:



- Settings Window:



Zones

- Amberfaet

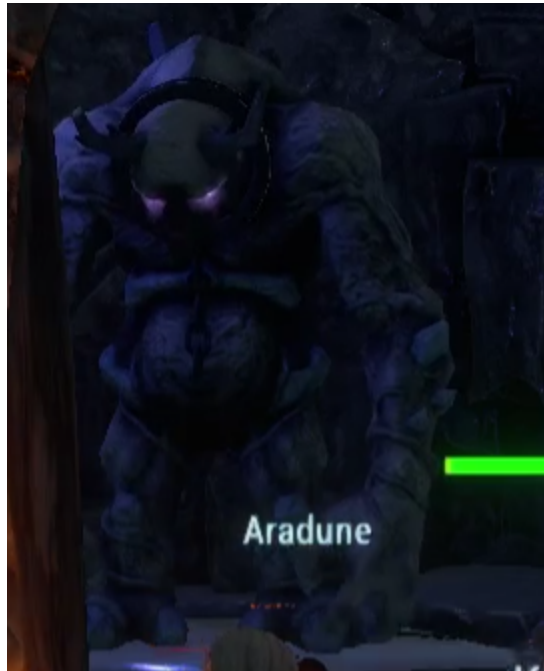


[Entrance to Amberfaet](#)

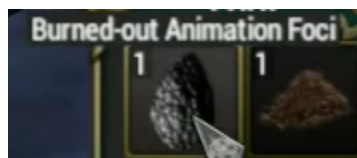
- Multilevel ice dungeon which utilizes verticality in it's level design.
- Jumping and climbing is important to navigating the dungeon. [Timestamp](#).
- Slippery floors are planned to further add to the danger of the zone.
- **Kaegen's Solitude** is a dedicated raid zone located in the bottom area of **Amberfaet**.

- **NPC List**

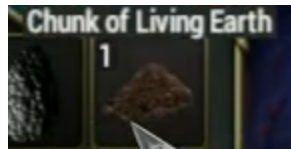
- Icebite Cavecrawler
- Forgotten Coldheart
- Forgotten Deadblade
- Forgotten Frosthands
- Forgotten Sundersmith
- Frostbone Scoundrel
- Malthyr's Colossi



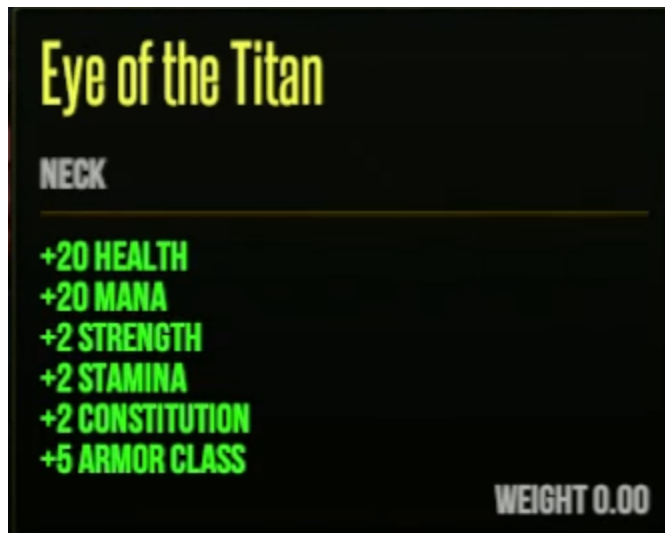
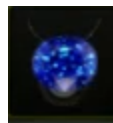
- **Loot:**
 - Burned-out Animated Foci



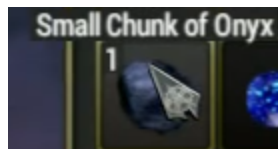
- Chunk of Living Earth



- Eye of the Titan



- Small Chunk of Onyx



- Terra Frightmaens



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- **Avendyr's Pass**
 - Human starting area
 - NPC List
 - Bat Pup



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- **Brother of the Scroll**
- **Brown Bear**

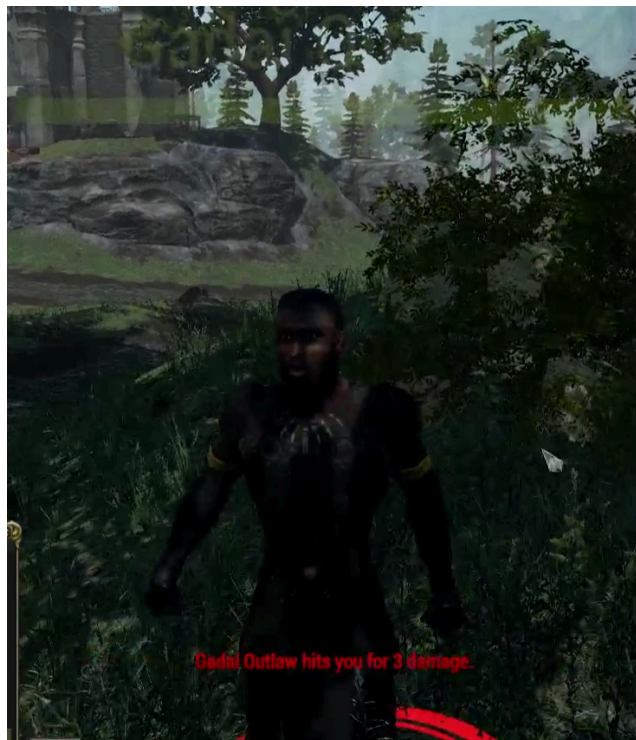


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- **Crumbling Skeleton**



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- **Gadai Outlaw**



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- **Factions:**
 - Black Daggers
 - The Pass Authority
- **Opposing Factions:**
 - Thronefast Regulars
 - Merchants of Thronefast
 - The Valley Guard
- **Griffon**



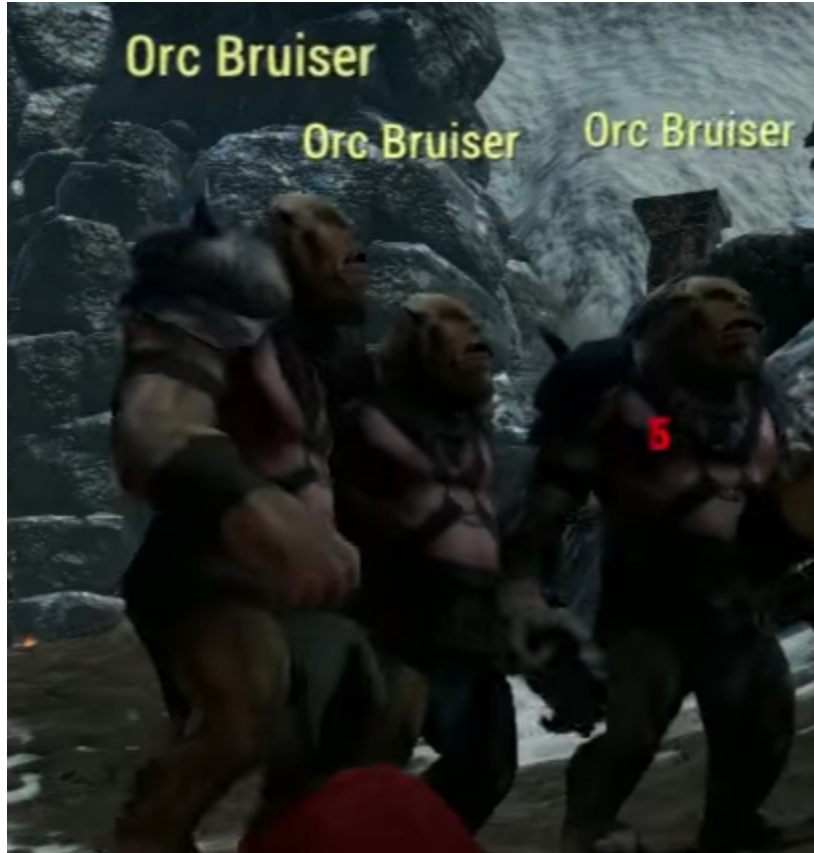
-
- Griffons path through the sky and cast large shadows on the ground:



- Halnir Wolf Packleader
- Large Bat



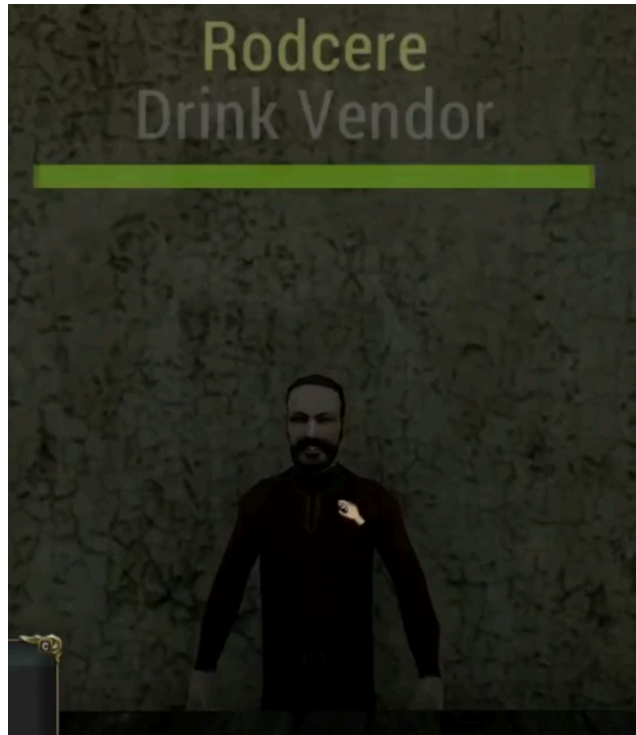
-
- Orc Bruiser



- - **Factions:**
 - The North Tusk
 - The Fractured Legion
- **Orc Drudge**
 - **Factions:**
 - The North Tusk
 - The Fractured Legion
- **Orc Gladiator**
 - **Factions:**
 - The North Tusk
 - The Fractured Legion
- **Orc Warlord**



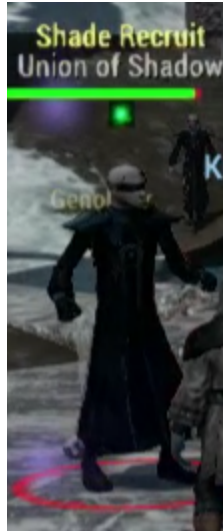
- - **Factions:**
 - The North Tusk
 - The Fractured Legion
- **Rodcere (Drink Vendor)**



- **Skeletal Evoker**



- **Skeletal Sorcerer**
- **Shade-Arm (Union of Shadow)**
 - **Factions:**
 - Union of Shadow
 - The Hidden
 - **Opposing Factions:**
 - The Court of Avendyr
- **Shade Brother (Union of Shadow)**
- **Shade Recruit (Union of Shadow)**



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- Shambling Skeleton

- Halnir Cave

- NPC List

- Drawn Ratkin
 - Factions: The Drawn Ratkin
- Giant Cave Bat
- Gnashura (The Uncounted Prince)
 - [Fight timestamp](#)

- **Writeup on Gnashura from Brad "Aradune" McQuaid:**
- *"Thanks Dullahan. Just wanted to add, and maybe it was too subtle in the stream and we should have pointed it out, but the boss mob fought in Halnir Caves had some pretty sophisticated AI, scripting and disposition.*

1. Sometimes he's un-attackable

2. When you enter the room he is in the doors close stopping you from escaping.

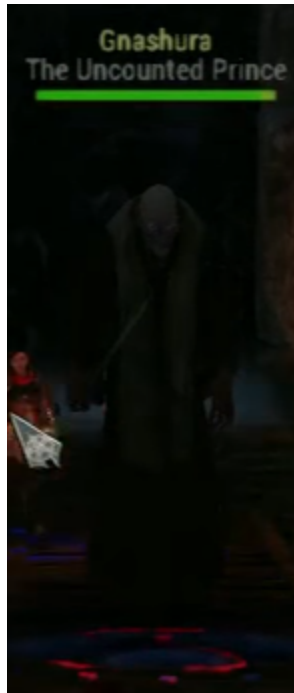
3. He spawns minions dynamically, and if you don't beat those down they really get out of control.

4. He creates a lasting AoE effect you need to pay attention to (say if you're fighting him, you'd better move out of range)

*5. At times he has a spell reflection aura around him and can only take melee damage (e.g. if you fireball him, *you**

take the damage instead).

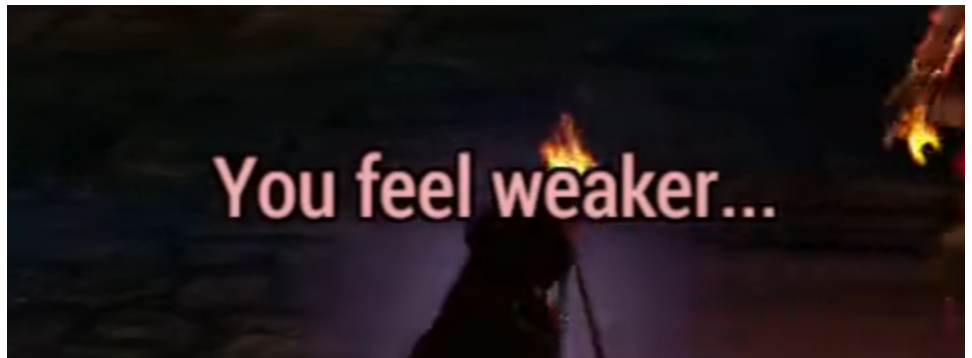
It's actually a pretty cool fight, takes some thought, and hints at what is to come :)"



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- Gnashura creates a weakening environment around himself that moves with him.

- **Gnashura shouts, "WRITHE!"**

- A large text warning appears in the middle of your screen:

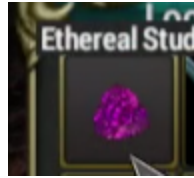


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- On death:

- **Gnashura shouts, "Has my journey met its end... so soon?"**

- **Loot:**

- **Ethereal Stud**



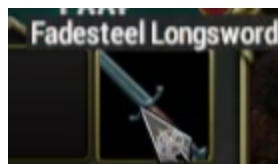
Ethereal Stud

LEFT EAR, RIGHT EAR

+5 MANA
+1 AGILITY
+1 INTELLIGENCE
+1 ARMOR CLASS

WEIGHT 0.00

Fadesteel Longsword



Fadesteel Longsword

PRIMARY HAND

ONE HANDED SWORD

1-9 DAMAGE (2.27 DPS)

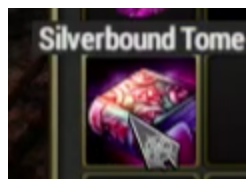
DELAY 2.20

SLASHING

+2 STRENGTH

WEIGHT 3.00

Silverbound Tome



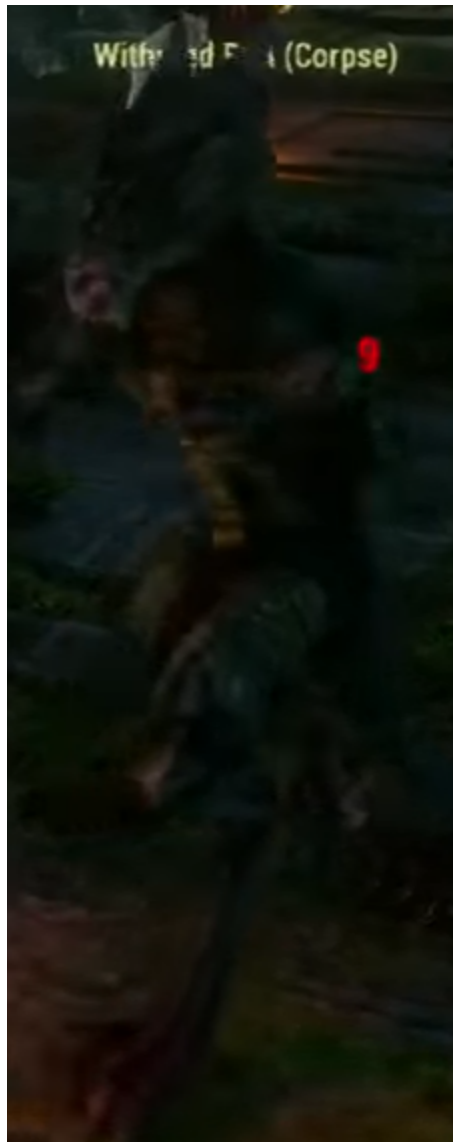


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- **Factions:**
 - The Withered
- **Servant of Gnashura**
 - Several spawn over the course of the **Gnashura** encounter.
 - **Factions:**
 - The Withered
- **Small Cave Bat**
 - **Factions:**
 - Minions of Halnir
- **Toxic Cave Spider**



- **Wild's End**
 - Halfling starting area
 - The zone that connects Wild's End from Thronefast is still in development, so it can't currently be reached by foot.
 - **NPC List**

- **Emeraldscale Myrmidon**
 - **Factions:**
 - Emeraldscale Clan



- - **Ferocious Withered Boa**
 - **Larrga Bloodhunter**
 - **Larrga Bumblebee**



-
- Larrga Gallfly



-
- Molnea (large named snake)



-
- **Voracious Withered Boa**
- **Withered Boa**



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