

Pantheon: 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?
- How is traveling done in Pantheon?
- What is the backstory of the Gnomes?
- What are the Dwarves like?
- How many races are currently planned for launch?
- What kind of character customization will we see on making a character?
- Is there going to be factions, kill on sight, etc?
- Perception System
- Avendyr's Pass runthrough
- 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?
- What is the max group size and will there be raid groups and what size?
- Is the "holy trinity" in the game?
- On "encounter control" and changing climates

- On camera views (first and third person)
- How is the game being funded?
- Which platforms will Pantheon be available on?
- Will there be any friendly fire or negative friendly effects?
- Perception System continued
- Is there any plans for voice acting?
- On the targeting system
- Gnashura boss encounter
- Is there going to be any type of ranged weapons?
- Will there be housing on release?
- How many classes will there be on release?
- What is the ETA for external testing?
- 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

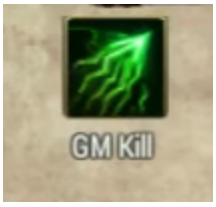
- We have seen completely open world end game cause issues in the EverQuest 1 Time Locked Progression servers, how does Visionary Realms plan to mitigate one guild from preventing the entire server from progressing?
- What kind of style will be used for in-game spells and abilities?
- How are skills acquired?
- On combat
- Is there plans for alternate advancement (AA)?
- Atmospheres in action
- Will there be Bards?
- On skills
- Will pure melee classes utilize mana?
- What is the difference between skills and abilities?
- Will there be mods on release?
- More on Atmospheres
- 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
- Will there be ability chaining?
- 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
- On draw distance
- 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 twinking?]
- [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

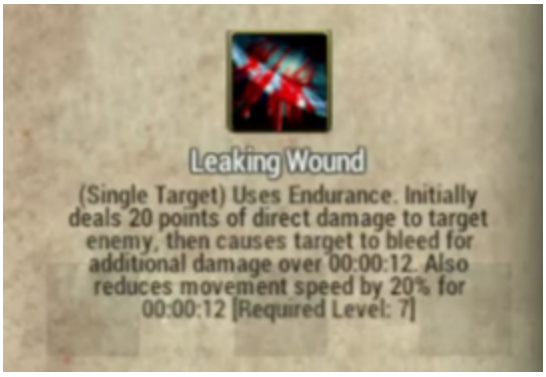
- ## ALL Classes
  - **Actions**
    - **Bandage**
    - 

  - **Spells**
    - **GM Kill (Game Masters only)**
    - 

    - **Effect: Does 1,000,000,000 damage**
  - ## Rogue
    - **Spells**
      - **Veiled Strike**

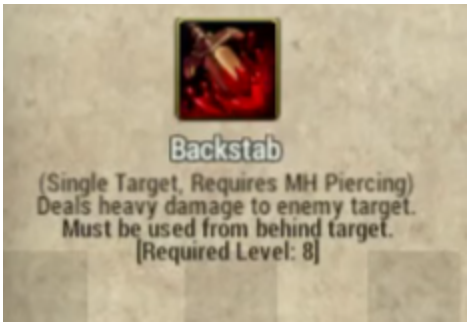
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- **Pilfer**
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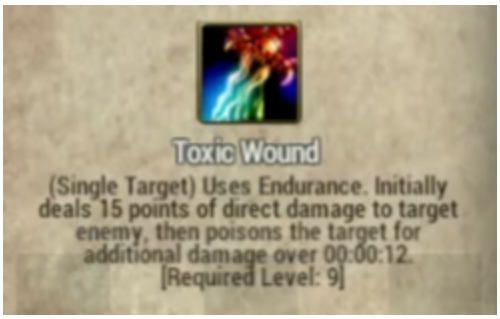
- **Abilities**
  - **Leaking Wound**
  - 

  - **Blackjack Kick**

- 

- **Backstab**
- 

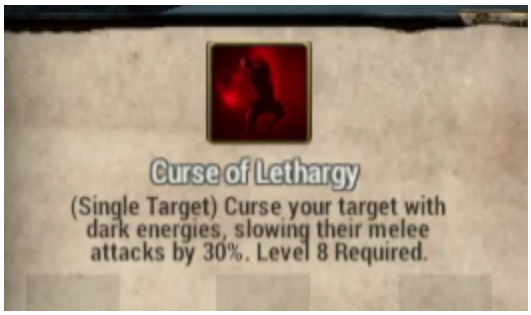
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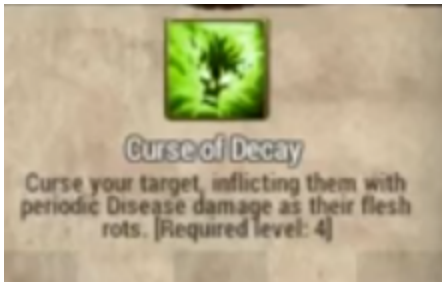
- **Toxic Wound**
- 

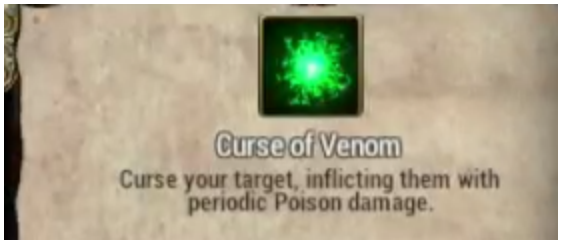
- Shaman

- **Spells**
  - **Blessing of the Wolf**

- 

- **Curse of Lethargy**
- 

- **Curse of Decay**
- 

- **Curse of Venom**
- 

- **Frail Remedy: Toxins**

- 

- **Frail Remedy: Poisons**
- 

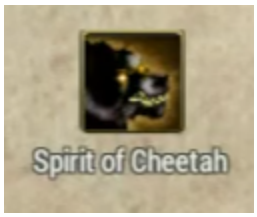
- **Gift of the Ancestors**
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- **Hex of Frailty**
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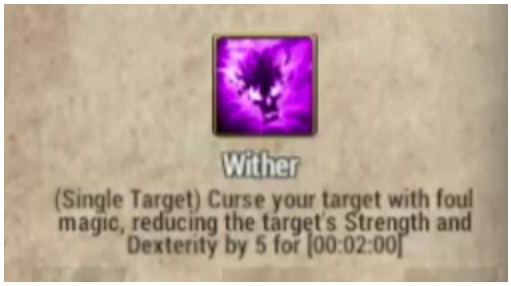
- **Lesser Heal**

- 

- **Lesser Regeneration**
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- **Spirit of Cheetah**
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- **Summon Spirit Wolf**
- 

- **Wither**
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- **Wolf’s Swiftness**
- 

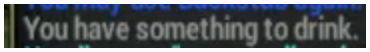
Atmospheres

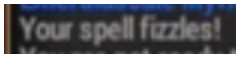


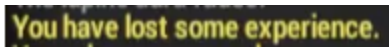
- Areas that alter your stats in negative or positive ways to create additional layers of depth
- **Timestamp of an Atmosphere in action**
- **Acclimation**
    - **Timestamp**
    - There will be certain extreme environments your character will have to acclimate to in order to perform without penalty 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

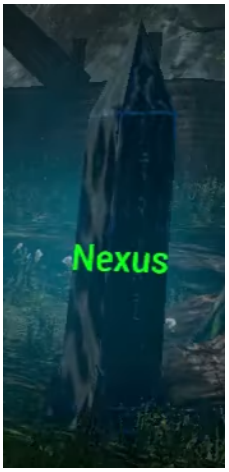
- Characters can **Climb**, which is very important in navigating vertical dungeons such as Amberfaet. **Jump** with **Spacebar** onto terrain to grab on, and **move forward** with **W**.
- Characters appear to eat food and drink automatically:
- 

- 

- Your spells can fizzle (fail):
- 

- **Death**
    - Characters appear to lose experience on death:
    - 

    - 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.

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

Classes

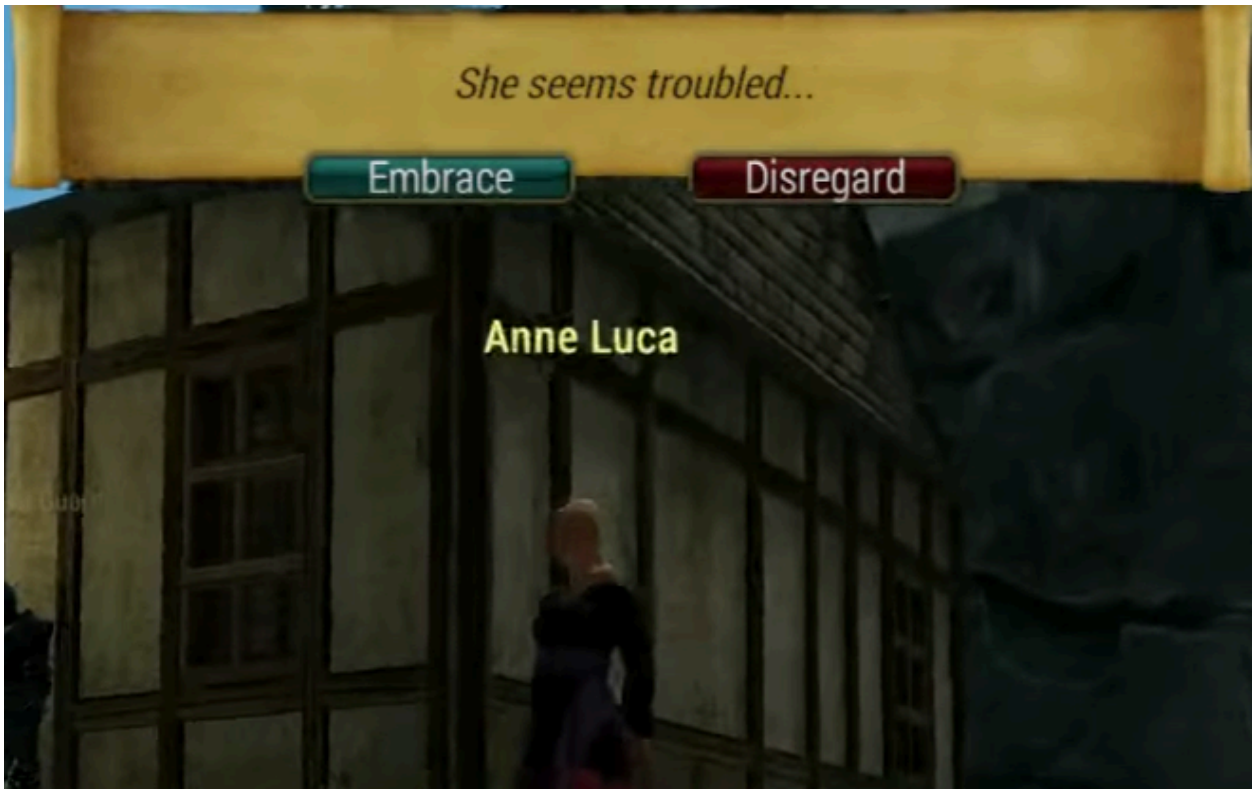
- The classes of Pantheon: Rise of the Fallen make up **four roles** (a **quaternity**), as opposed to the traditional three roles (**trinity**) found in most modern MMO games. They are:
    - **Tank**
    - **Healer**
    - **DPS**
    - **Crowd Control/Debuffer**

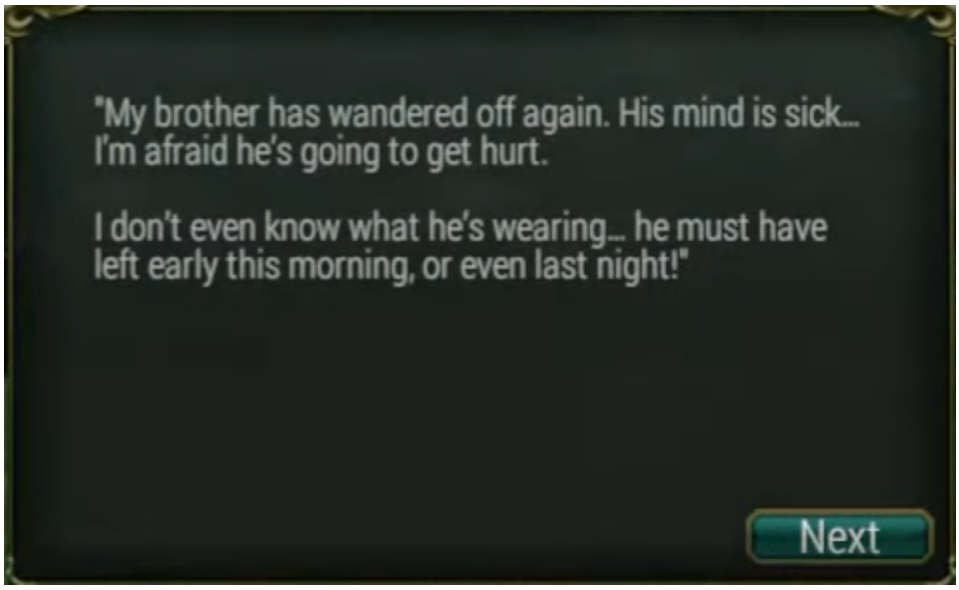
- **The classes played in the live stream were:**

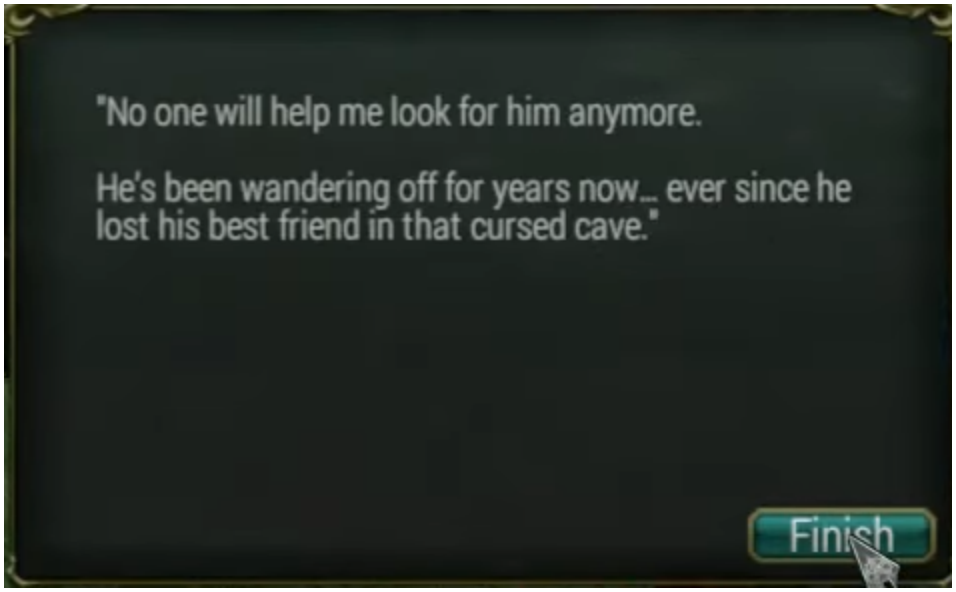
    - **Cleric**
        - Played by Human character **Ceythos** (Corey “Ceythos” LeFever).
    - **Enchanter**
        - Played by Dwarf character **Kilsin** (Ben “Kilsin” Walters).
    - **Rogue**
        - Played by Gnome character **Cohh** (Ben “CohhCarnage” Cassell), and is the PoV of the **CohhCarnage** stream.
    - **Shaman**
        - Played by Archai character **Kagrik** (John “Montreseur” 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

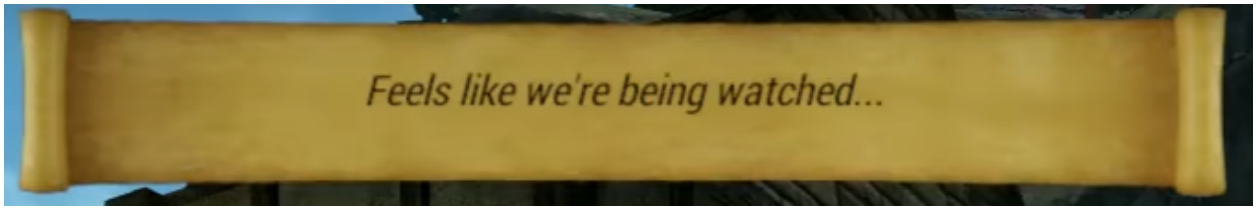
Perception System

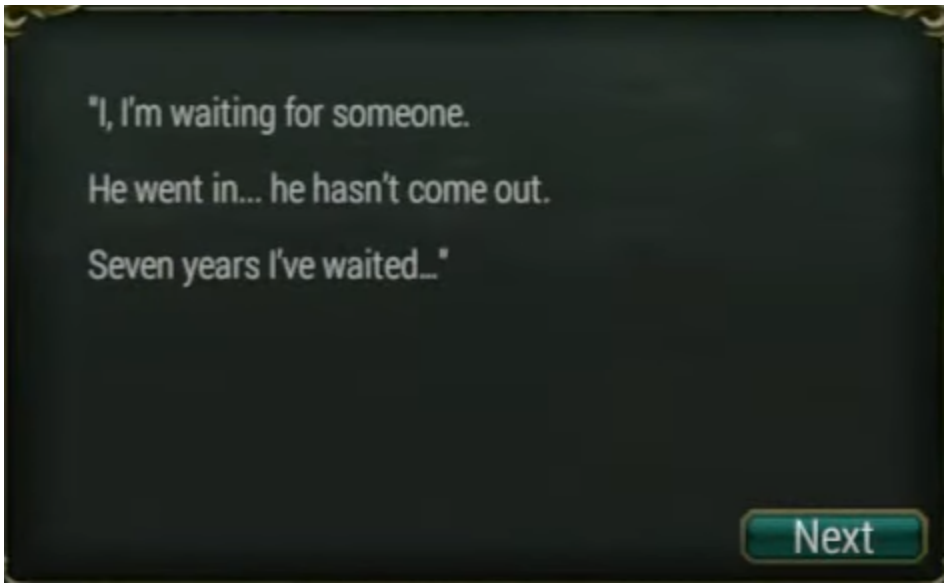
- Quests that engage YOU via proximity and text.
- Can be started at any point in the chain.
- Hints and keywords are given to help direct you, but no specific instructions or hand holding.
- Through the Perception System, you become a Keeper, and Dialogue is recorded in your Tome of Keeping.
- If you 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**.

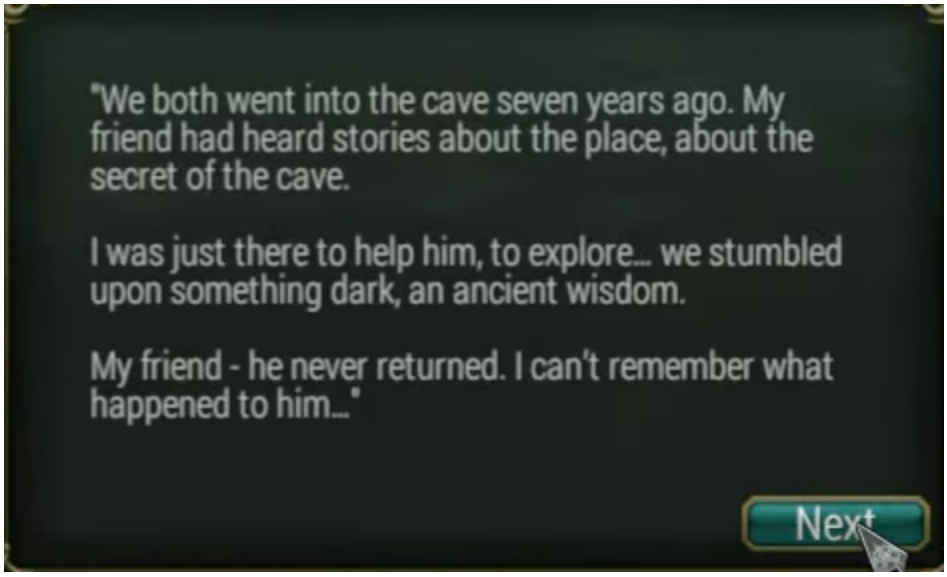
- **Anne Luca** (stands in a village within **Avendyr's Pass**). Upon approaching her, you hear crying (also reflected in flavor text: Anne begins to cry) and are given this dialogue box and options:
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- Upon clicking "**Embrace**":
- 

- 

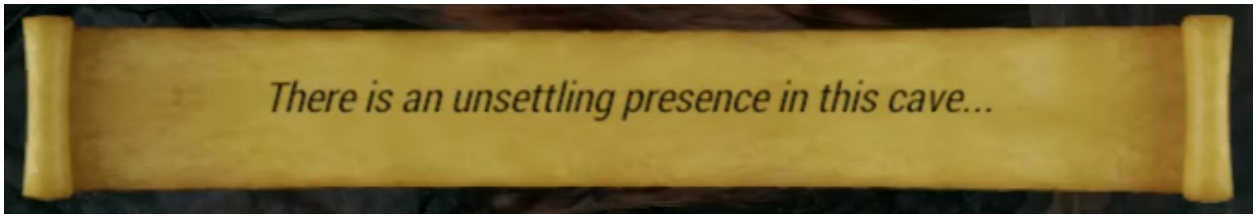
- Upon finishing the dialogue chain, a perception message is displayed:
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- **Eriq Luca** (stands outside cave entrance to Halnir Cave zone)
- 

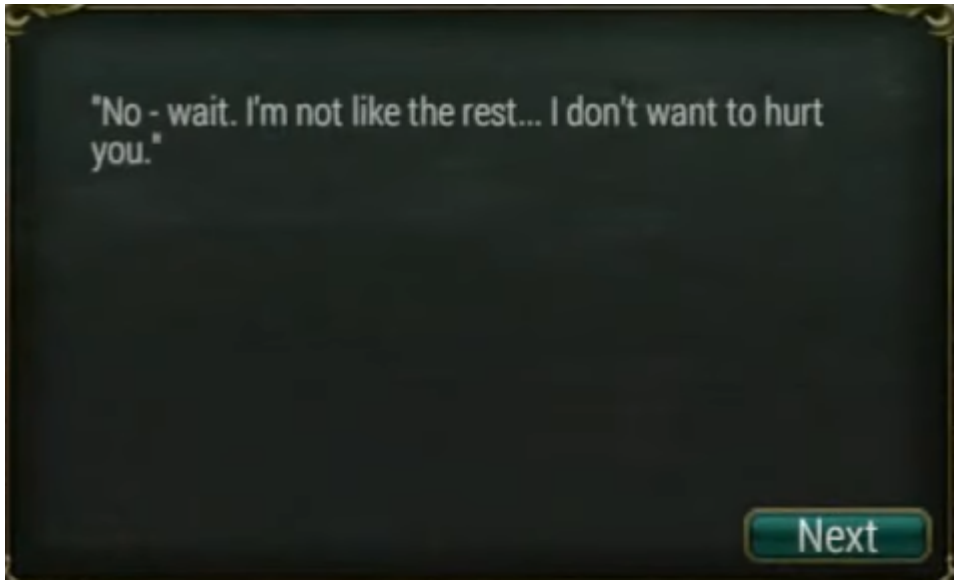
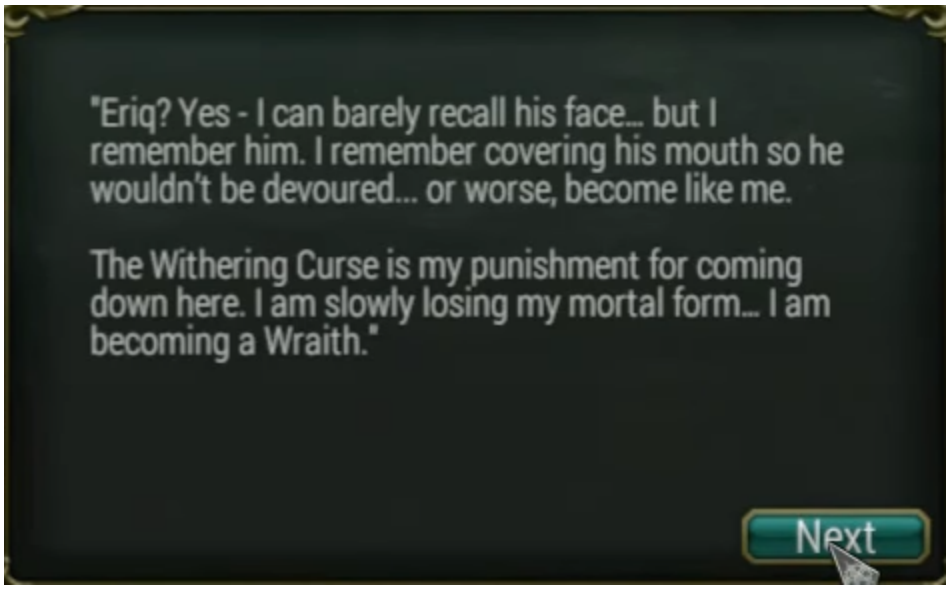
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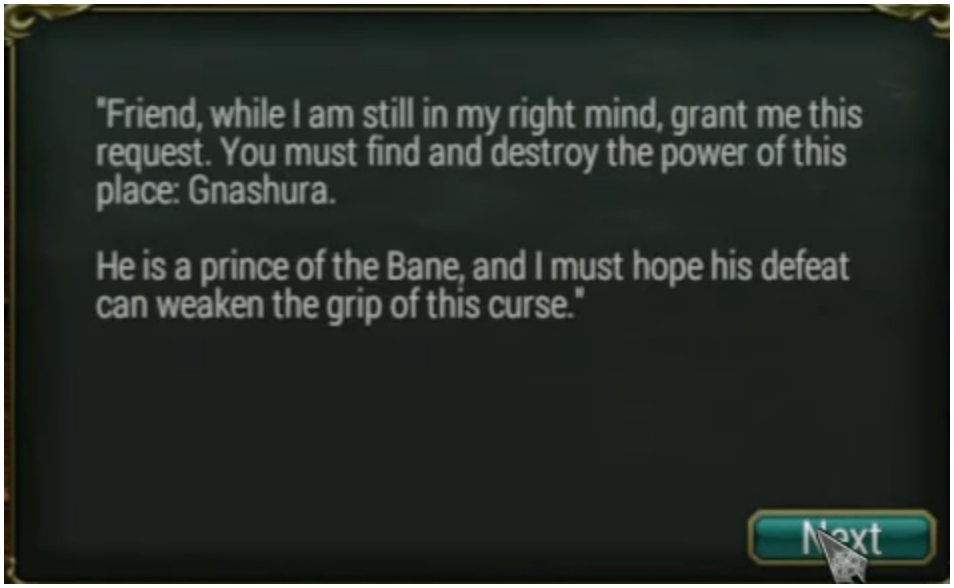
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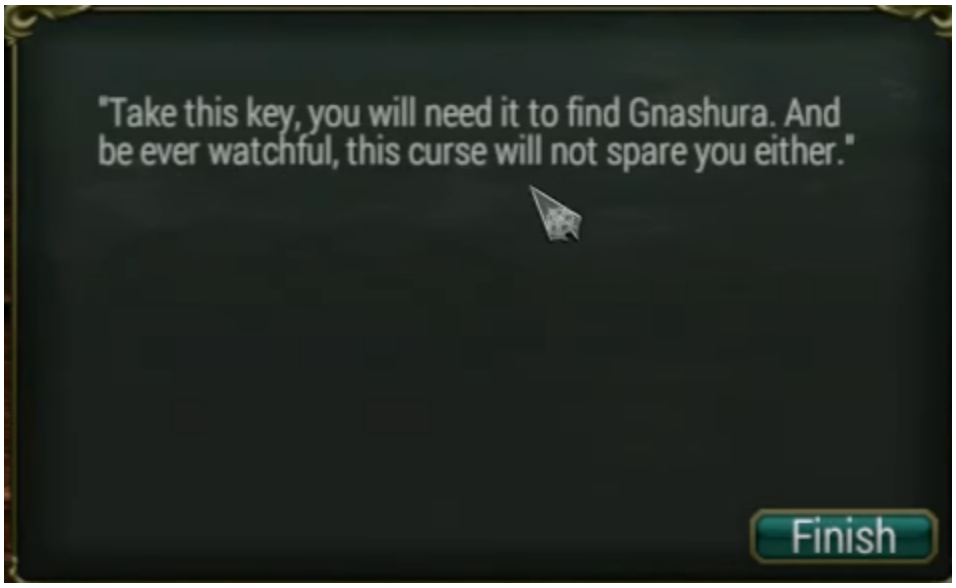
- Upon entering the cave immediately outside the Halnir cave zone, this Perception Message is displayed:

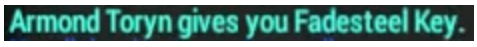
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- **Armond Toryn** (continues this Perception Quest inside **Halnir Cave**)
- 

- 
"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

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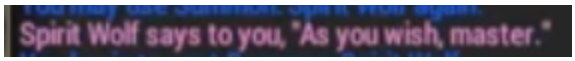
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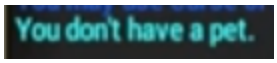
Pets

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

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- And similar flavor text:
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- As well as familiar sounding name styles:
- 

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Tradeskills (Crafting)

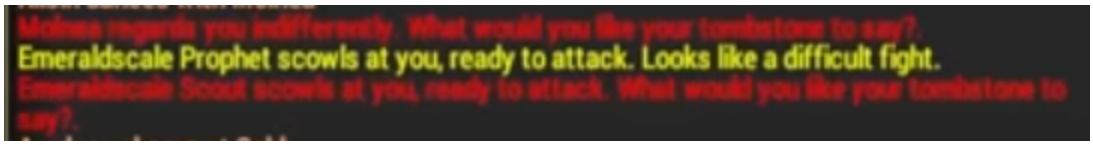
- Alchemics has a window in-game:
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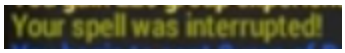
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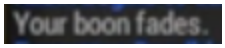
- Fishing will be in the game.

User Interface

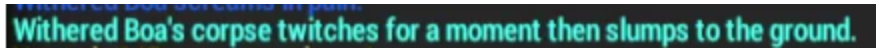
- Much if not all of the EverQuest 1 flavor text has been brought back.
- Consider messages:
- 

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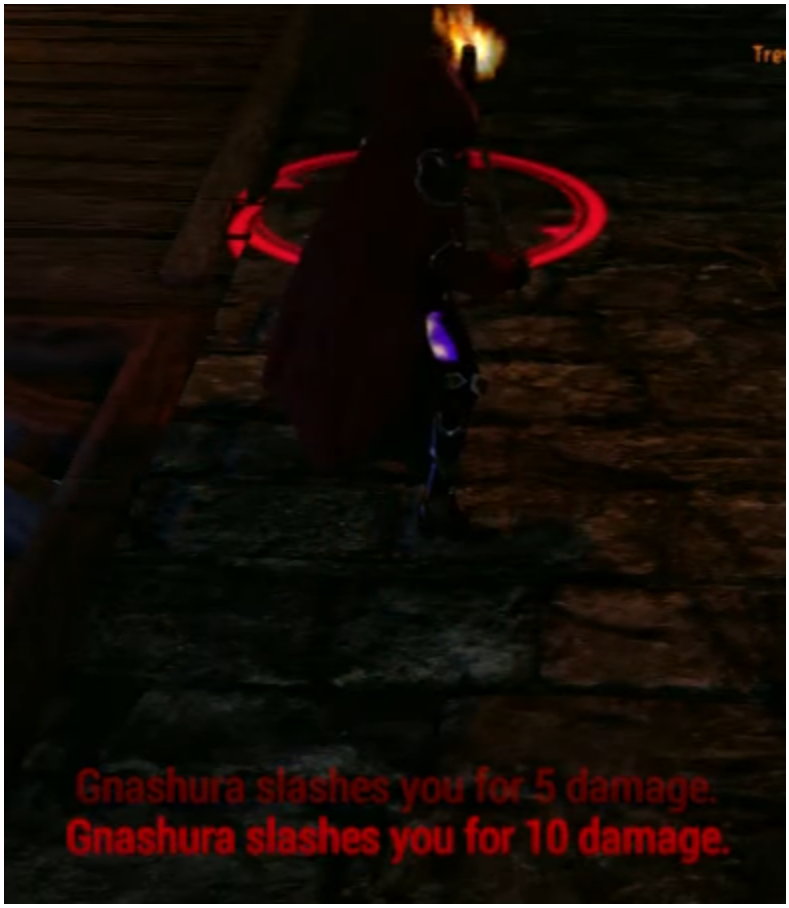
- Others:
- 

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- The EverQuest 1 magic die /random command is back:
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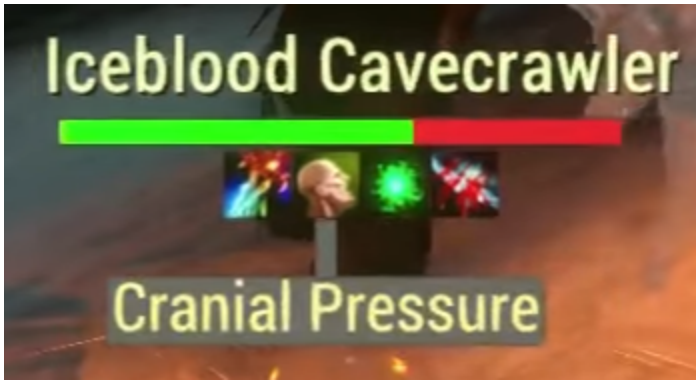
- Many NPCs are using the same death flavor text placeholder message:
- 

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

- 

- 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:
- 

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

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

- **Merchant Window:**

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- **Trade Window:**
  - 

- **Settings Window:**
- 

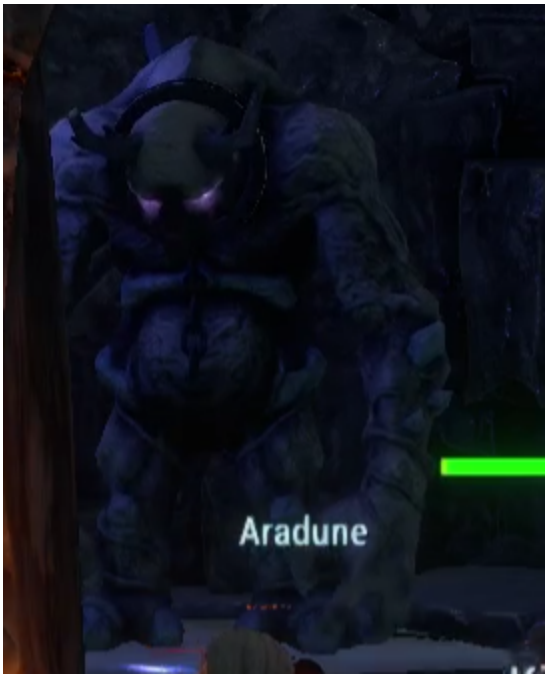
Zones

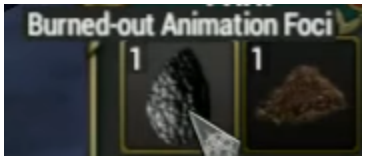
- **Amberfaet**



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 Frosthand**
  - **Forgotten Sundersmith**
  - **Frostbone Scoundrel**
  - **Malthyr's Colossi**
  - 

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

      - 

- Chunk of Living Earth
- 

- 

- **Eye of the Titan**
- 
- 

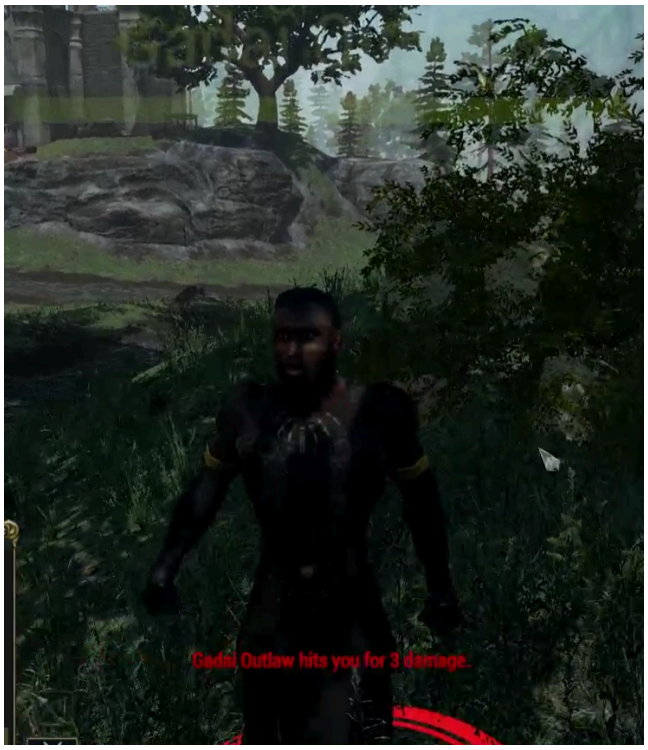
- **Small Chunk of Onyx**
- 

- **Terra Frightmaens**

- 

- **Avendyr's Pass**
    - **Human starting area**
        - **NPC List**
            - **Bat Pup**
            - 
            - **Brother of the Scroll**
            - **Brown Bear**
            - 
            - **Crumbling Skeleton**

- 

- **Gadai Outlaw**
- 

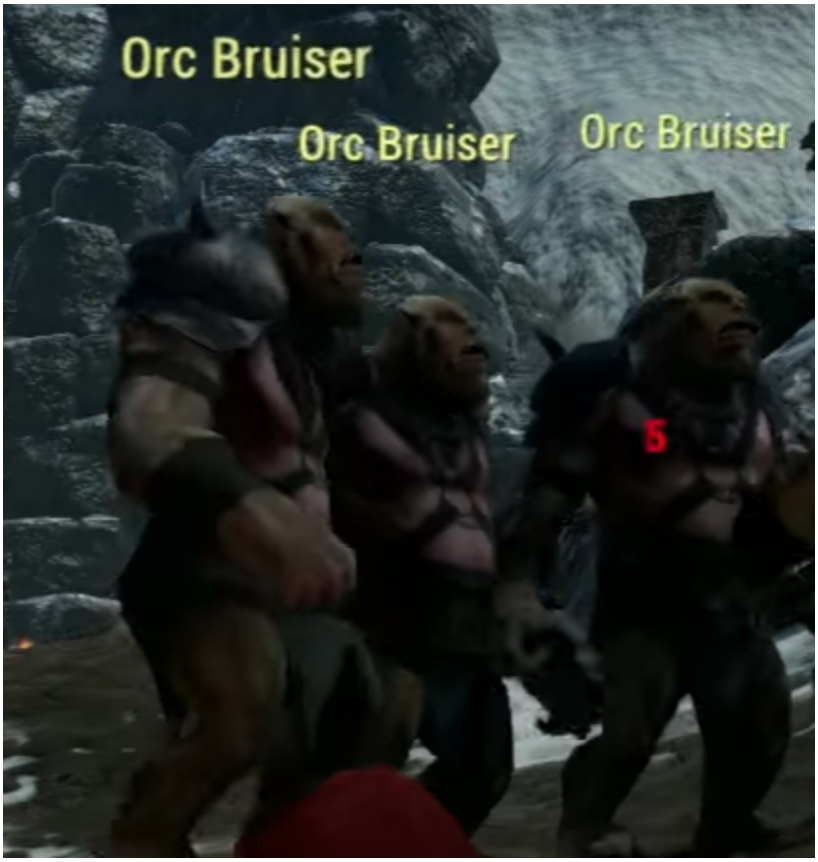
    - **Factions:**
        - Black Daggers
        - The Pass Authority
    - **Opposing Factions:**
        - Thronefast Regulars
        - Merchants of Thronefast
        - The Valley Guard
- **Griffon**

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



- **Halnir Wolf Packleader**
- **Large Bat**
- 

- **Orc Bruiser**

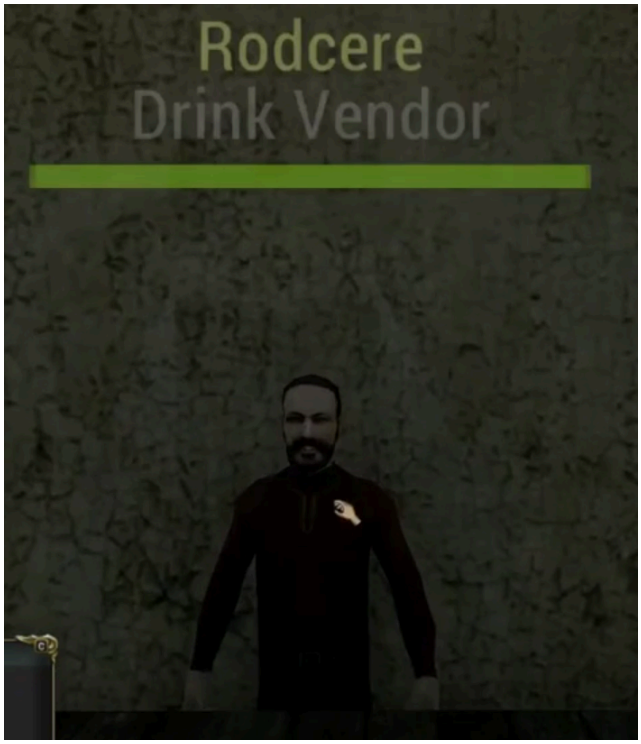
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    - **Factions:**
        - The North Tusk
        - The Fractured Legion

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

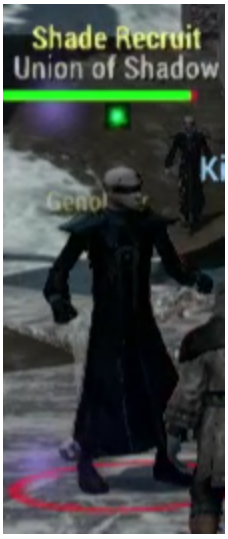
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    - **Factions:**
        - The North Tusk
        - The Fractured Legion
- **Rodcere (Drink Vendor)**

- 

- **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)**



- **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.

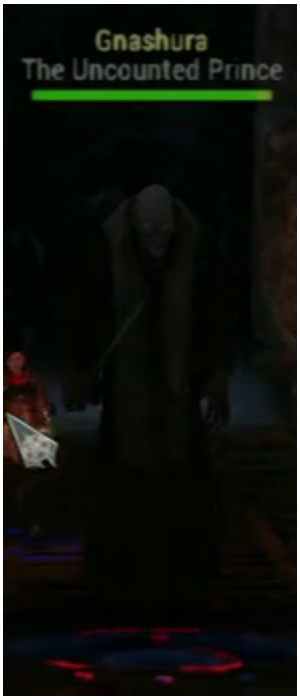
        3. He spawns minions dynamically, and if you don't beat those down they really get out of control.

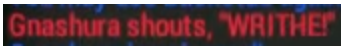
        4. He creates a lasting AoE effect you need to pay attention to (say if you're fighting him, you'd better move out of range)

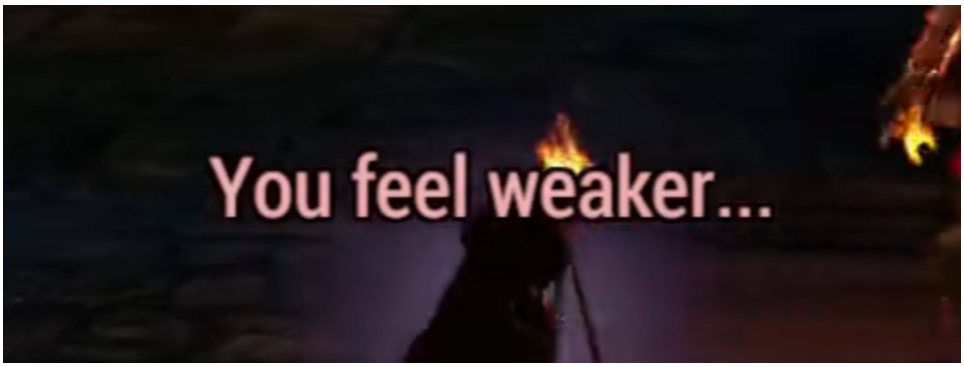
        *5. At times he has a spell reflection aura around him and can only take melee damage (e.g. if you fireball him, *you*

take the damage instead).

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

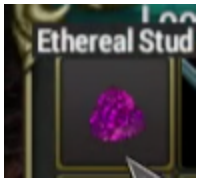
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- **Gnashura creates a weakening environment around himself that moves with him.**
- 

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

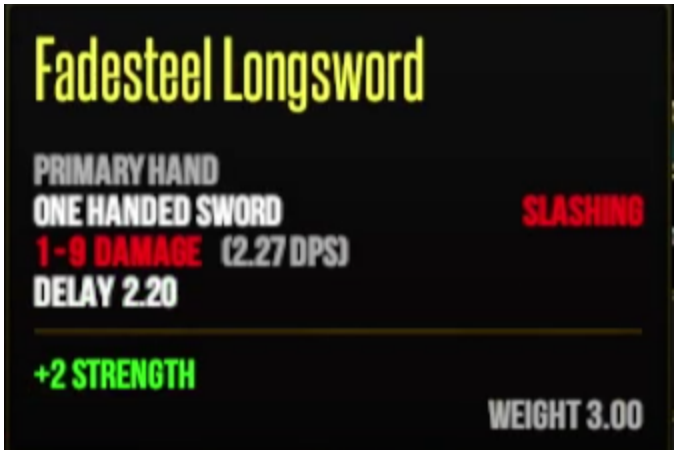
- On death:
- 

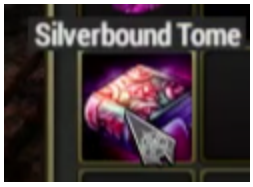
- **Loot:**
    - **Ethereal Stud**

- 

- 

- **Fadesteel Longsword**
- 

- 

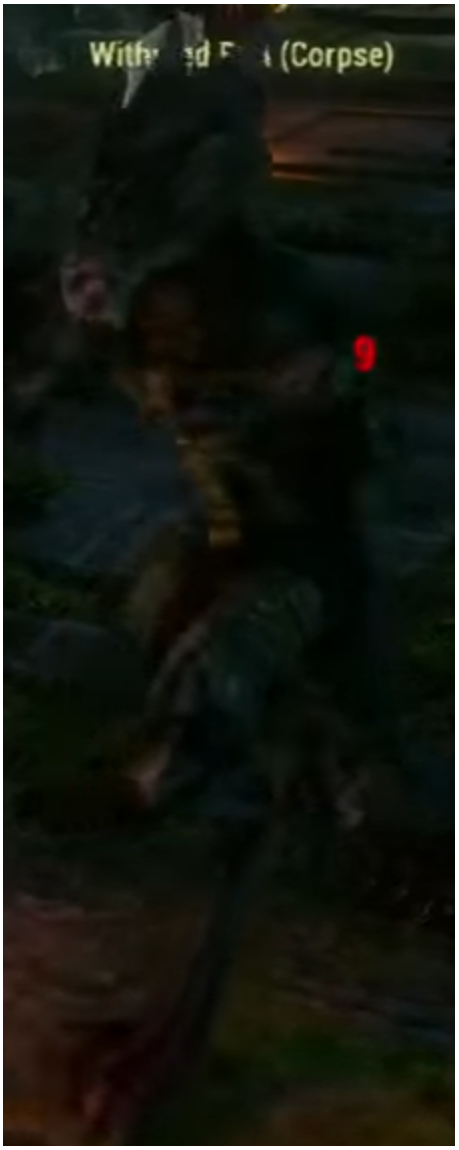
- **Silverbound Tome**
- 



- **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**
- 